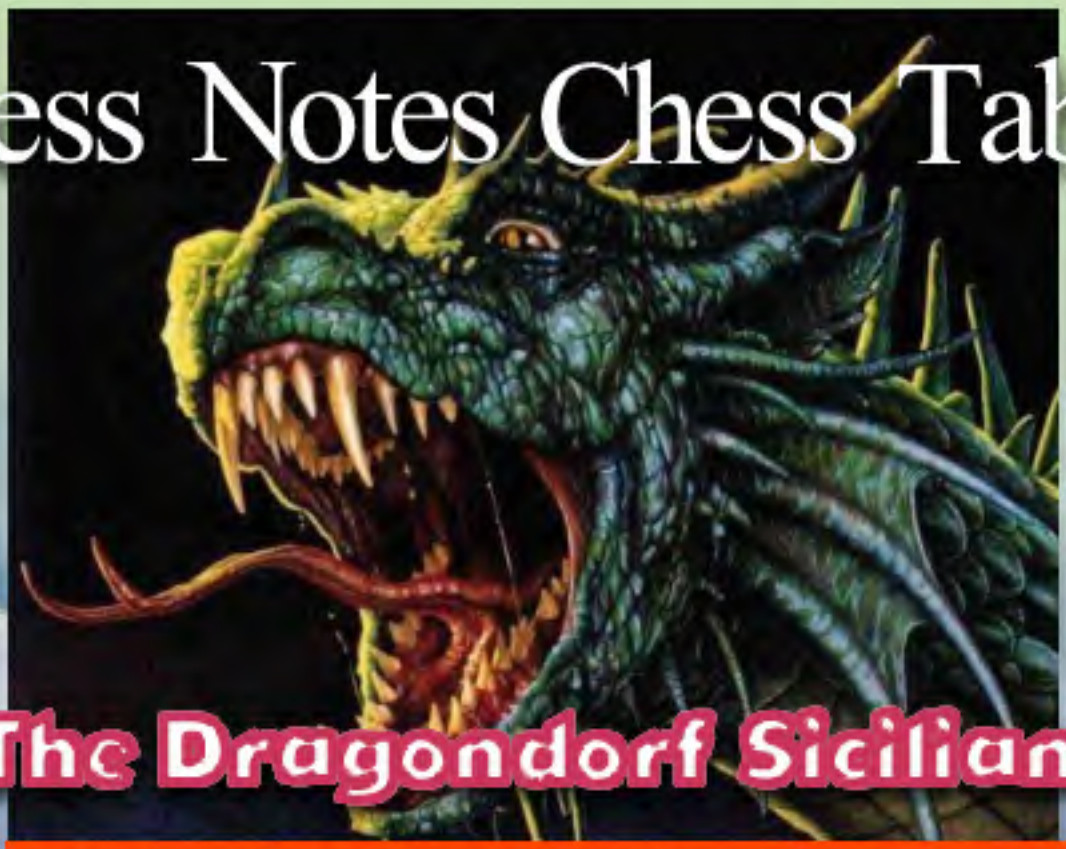
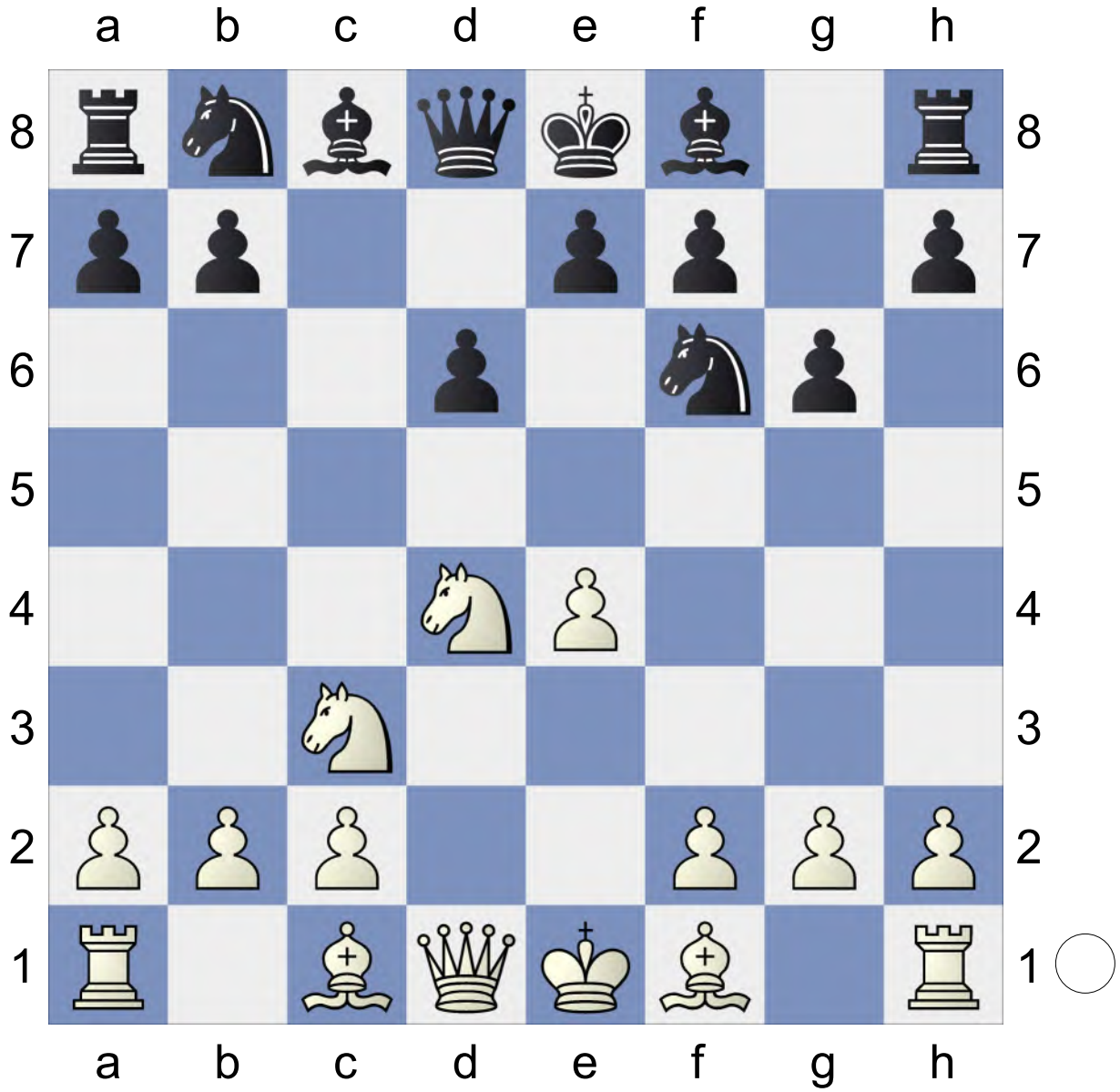
Chess Notes Chess Tables



The Dragondorf Sicilian



B72 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6

	6	7	8	9	10	11	12	13	14	15
1	f4	Be2[1]	Nb3	g4	g5	Nxb5[3]	c3	Bf3	axb3	
	Nc6	Bg7	0-0	b5[2]	Nd7	Bb7	Na5	Nxb3	Nc5[4]	
2	. . .	Nxc6	e5	exd6	Be3[5]	Qd2[6]	0-0-0	h4[7]	Be2	h5
	. . .	bxc6	Nd7	exd6	Be7	0-0	d5	Nf6	Ng4	Nxe3[8]

	6	7	8	9	10	11	12	13	14	15
3	. . .	. . .	. . .	Qf3	Bb5	Bxc6	exd6	Kf2	Re1	Be3
	. . .	. . .	. . .	Bg7	0-0	Rb8	Ba6	exd6	Rc8	Nb6[9]
4	Bg5	Qd2[10]	Bh4	Nb3	0-0-0	Kb1	a4	Bb5	f4	Nd4
	Bg7	h6	Nc6	Be6	0-0	a5	Rc8	Nd7	Na7	Nxb5[11]
5	Be2	Bg5[12]	Nb3	Qd2	h4[14]	a4	h5	Bb5		
	Bg7	Nc6[13]	0-0	Be6	a5	Qb6	Nb4	Rac8[15]		
6	. . .	Be3	Nb3[16]	h4[17]	h5	hxg6	Nc5	exd5	Nxd5	Qxd5
	. . .	0-0	Nc6	Be6	d5	fxg6	Bf7	Nxd5	Qxd5	Bxd5[18]
7	. . .	. . .	Qd2	0-0-0	exd5	Nxc6	Nxd5[19]	Qxd5	Qxa8	Qxf8+
	. . .	. . .	Nc6	d5	Nxd5	bxc6	cxd5	Qc7	Bf5	Kxf8[20]
8	. . .	0-0	Be3[21]	Qd2[22]	exd5	Nxd5[23]	Bxd4	c3	cxd4	Rfd1
	. . .	0-0	Nc6	d5	Nxd5	Nxd4	Qxd5	Bxd4	e5	Rd8[24]
9	. . .	. . .	. . .	Nb3	f4	Kh1[26]	a4	Qd2		
	. . .	. . .	. . .	Be6[25]	Rc8	a6	Qc7	Nb4[27]		
10	. . .	. . .	Nb3	Bg5	Kh1[28]	a3	f4	Nxa5	Bf3	Qd2
	. . .	. . .	Nc6	a6	b5	Bb7	Na5[29]	Qxa5	Qc7	Rad8[30]
11	Bc4	0-0[31]	Re1	Nb3[32]	Nd5[33]	exd5	a3	axb4	Rxe7	Rxe8+
	Bg7	0-0	Nc6	Be6	Bxd5	Nb4	Qc7	Qxc4	Rfe8	Rxe8[34]
12	Bb5+	0-0[35]	Be2	Be3	Qd2[36]	Bxd4	f3	Be3	exd5	Nxd5
	Bd7	Bg7	0-0	Nc6	Nxd4	Bc6	e5	d5	Nxd5	Bxd5[37]
13	Bd3	Nxc6	0-0	Bg5[39]	Qd2	Bh4	Bg3			
	Nc6[38]	bxc6	Bg7	Be6	h6	g5	Nh5[40]			
14	g3	Nde2	Bg2	0-0	a4[41]	Nd5[42]	axb5	c3[43]	Nxf6+	Bh6[44]
	Nc6	Bg7	0-0	Rb8	a6	b5	Rxb5	e6	Bxf6	Bg7[45]
15	. . .	. . .	. . .	. . .	h3	Nd5	c3	Nd4	f4	fxe5
	. . .	. . .	. . .	. . .	b5	Nd7	b4	Nde5	bxc3	Nxd4[46]
16	. . .	Bg2	Qxd4	e5[47]	Qa4	exd6	Qf4[48]	0-0	a4[49]	a5
	. . .	Nxd4	Bg7	Nd7	0-0	Nb6	exd6	Be6	Rc8	Nc4[50]

	6	7	8	9	10	11	12	13	14	15
17	. . .	. . .	. . .	0-0	Qd3[51]	Be3[52]	Qb5[53]	Qxb7	Rab1	Qb6
	. . .	. . .	. . .	0-0	Nd7	Ne5	Bd7	a5	Bc6	Qxb6[54]
18	Be3	h3	Qd2[56]	Bc4[57]	Nxe4	Nxc6[58]	0-0-0	Nc5	g4	Rxd2
	Nc6[55]	Bg7	0-0	Nxe4	d5	bxc6	Bf5	dxc4	Qxd2+	Bc8[59]
19	. . .	f3	Be2	Nxc6[60]	Qd2[61]	0-0-0	Bg5	f4	fxe5[62]	Nxe4
	. . .	h5	e5	bxc6	Be6	Be7	0-0	d5	Nxe4	dxe4[63]
20	. . .	. . .	Bc4	Qd2	0-0-0	Bb3	Kb1[64]	Bxc4	h3	Rhe1
	. . .	. . .	Bd7	Bg7	Ne5	Rc8	Nc4	Rxc4	h4	Rh5[65]
21	. . .	. . .	Qd2	Bxd4	Bb5+[66]	Qe2	0-0	Rad1[67]	f4	Rxf4
	. . .	. . .	Nxd4	Bh6	Bd7	Bc6	0-0	Nd7	Bxf4	e5[68]
22	. . .	. . .	. . .	Qxd4	0-0-0[69]	Qd2[70]	Kb1	h3[71]	Qxc3	Qa3
	. . .	. . .	. . .	Bg7	0-0	Be6	Rc8	Rxc3	Nd5	Nxe3[72]
23	. . .	. . .	. . .	. . .	Bc4	Qd2	0-0-0[73]	Bb3	e5[74]	Nd5
	. . .	. . .	. . .	. . .	0-0	a6	b5	Bd7	dxe5	Be6[75]
24	. . .	. . .	. . .	. . .	. . .	. . .	a4	Bb3	Bxe6	Ne2
	. . .	. . .	. . .	. . .	. . .	. . .	Qc7	Be6	fxe6	Nd7[76]

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[1] **7.Nf3** La continuación menos directa pero más correcta. La gran Judit Polgar logró una buena victoria en el 96 ante Topalov. ¡Veamos cómo mejorar el juego de Veselin! 7...Bg7 8.Bd3 0-0 9.0-0 Las blancas planean jugar De1 para llevarla a h4 y molestar al rey negro. Es importante recordar la siguiente jugada que 'roba' la iniciativa al blanco. 9...b5 Siempre que el rey blanco esté en g1 y el peón f haya avanzado recuerda mirar este tipo de jugadas. La diagonal g1-a7 crea a menudo disgustos a las blancas. 10.Qe1 Las blancas siguen con su plan.

[10.Nxb5 Es curioso que con esta posición solo haya cinco partidas en la base y tres sean del Gran Maestro alemán Feygin, ¡que además ganó las tres partidas! Si alguna vez os enfrentáis con él mandadle un saludo de mi parte después de aplicarle esta receta. Qb6+ 11.Kh1 Nxe4 12.Nxa7 Las blancas están felices capturando un peón. Nc5 Curiosamente el negro no ha intentado esta jugada tan natural. El alfil blanco es el objetivo. 13.Nxc8 Rfxc8 La presión sobre el flanco de dama compensa sobradamente el peón de menos pero sigamos profundizando para comprender mejor la posición. 14.Bc4 Salvar el alfil parece imprescindible para no caer en una posición demasiado fea. e6 Limita al alfil y prepara d5.

15.Qe2 Qb7 Una jugada que demuestra la maravillosa profundidad de los módulos de análisis actuales. A las blancas les cuesta encontrar una jugada útil pues tanto 16.c3 como 16.Be3 se responderían con 16...Na5 . 16.Bb5 Nb4 También es posible 16...Na7 que posiblemente lleve a una repetición ¡pero nos gusta jugar a ganar! Se amenaza Cxc2 así que hay que el blanco debe defender el alfil. 1. – Contra la Variante Lev-Variante Levenfish: 5.Cc3 g6]

10...b4 11.Nd5 11.Nd1 asusta menos y tras a5 seguido de Aa6 las negras mantienen la iniciativa. 11...Qa5 La respuesta temática ante la llegada del caballo blanco a d5. 12.Ne3 Cambiar en f6 es admitir que las negras están mejor. 12...Ba6 El negro sigue desarrollando mientras aumenta la presión en el centro. 13.Qh4 De perdidos al río. 13...Bxd3 14.cxd3 Qb5 Presionando la debilidad. 15.Rd1 Rfc8 El ataque blanco en el flanco de rey es muy débil mientras que las negras se disponen a avanzar sus peones del flanco de dama donde tienen una amplia ventaja. 1. – Contra la Variante Lev-Variante Levenfish: 5.Cc3 g6

7.Be3 This move order can't be good... We could omit it with the move 7...Bg7 , but I offer you the possibility to try to punish White right away. 7...Ng4 Hitting the bishop on e3 with ...Ng4 is one of the hobbies of Dragon players. Unfortunately, our opponents usually prevent this jump with f3 or h3 the vast majority of the time. 8.Bg1 e5 Very concrete. In this way, the e5-square will be taken for the knights, although, of course, there is the risk that the d6-pawn could be in trouble. 9.fxe5 Ngxe5 10.Qd2 White must quickly go for long castling and dream of putting pressure on d6. 10...Bg7 11.0-0-0 0-0 More than for its theoretical value CCStartBracketCCwhich is quite low because nobody is going to play f4 followed by Be3CCCCEndBracketCCC, I wanted to discuss this position to help you understand these kinds of positions. Is d6 so weak? Can it be easily attacked? The key is that Black is always going to find good counterplay if White captures the pawn. It is especially worth mentioning the coordination of all the pieces with the bishop on g7: this piece is the conductor of the orchestra! 12.Ndb5 The most direct move, though perhaps not the most accurate. 12.Kb1 is the move recommended by the machine. After the exchange on d4 and ...Be6, Black has a good position. 12...Be6 Getting the pieces out. 13.Nxd6 Against 13.Qxd6 the move 13...Qh4 is very strong. We can continue by bringing one of our rooks to d8. 13...Qb8 Preparing ...Rd8. 13... Qa5 is also playable, but it would imply sacrificing the b7-pawn. I prefer not to give so much material away for now. 14.Ndb5 Better run away than get pinned.

14...a6 15.Nd4 Rd8 Are you sure you could prevent the pin? 16.Qe1 This is the moment to retreat. Now Black forces a very favorable simplification. 16...Nxd4 17.Bxd4 Nd3+ 18.Rxd3 Rxd4 19.Rxd4 Bxd4 We have reached a position where White has an extra pawn... but is practically lost! The dark squares, especially when the queen gets to e5, are going to be a nightmare. We will then push on the queenside to create weaknesses in White's castling and the rook will enter at the right moment. White, meanwhile, has hardly any plans or any way to

resist the draconian monologue. A dream position that hopefully one of us will reach in one of our games. 14) Levenfish Variation (6.f4-Levenfish Variation: 7. Be3

[2] **9...a5** La opción más dinámica, intentando molestar inmediatamente al caballo blanco. Otra buena opción es 9...e5 para responder a 10.f5 con 10...d5 , pero la he rechazado porque tras 11.Bg5 no tenemos ninguna opción mejor que cambiar en e4 llegando a un final, y ¿de verdad, jugador de Dragón, quieres cambiar damas tan pronto? 10.a4 Unica porque en caso contra a4 del negro es demasiado fuerte. 10...Nb4 Tocando c2. Se amenaza Cxg4 por lo que la próxima jugada blanca es prácticamente única. 11.g5 Nh5 La retirada más agresiva. El caballo va a estar aquí bien situado porque pronto jugaremos f5 abriendo la columna f y coordinando las piezas contra f4. 12.0-0 Quizá sea la jugada más natural, pero la iniciativa está del lado de las negras. 12...Qb6+ Ocupando inmediatamente la frágil diagonal g1-a7. 13.Kg2 f5 La idea negra es abrir la posición para hacer pagar caro los excesos cometidos. 14.Nd5 La mejor respuesta puesto que tras el cambio en d5 ya no se abrirá la columna f. 14...Nxd5 15.exd5 e5 ¡Y nosotros seguimos insistiendo! 16.dxe6 Bxe6 La ventaja está de parte de las negras puesto que todas las piezas coordinan mejor. Los alfiles barren el flanco de dama, junto a la dama, las torres están dispuestas a entrar en las columnas c y e mientras que el caballo sigue su silenciosa presión sobre f4. 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 7.f4 Cc6

[3] **11.Bxb5** Qb6 Immediately taking advantage of the weakness of the dark squares. 12.Qe2 Will White be in time to play Be3? 12...Rb8 Threatening ... Bxc3+. 13.Bc4 Nd4 Black continues developing the initiative on the queenside. 14.Nxd4 Bxd4 15.Nd5 Only move to relieve the pressure. 15...Qd8 16.c3 Bg7 17.Be3 A very instructive position. It seems that the worst is over for White and they will emerge from the opening with a healthy extra pawn... but it is not so! The first player will continue to suffer on the queenside and, as so often happens, to destabilize a position we need the pawns to do their job. 17...e6 We start by expelling White's best piece. 18.Nb4 Qc7 Avoiding the fork on c6, putting pressure on the c4-bishop, and eyeing at a possible tickle on c3. 19.0-0 a5 20.Na6 The knight has no good squares left, so White is happy to exchange it for the bishop on c8. 20...Bxa6 21.Bxa6 Nc5 Hitting a6 and e4. If Bd3 Black trades on d3 and then b2 will fall, so White should sadly give up their dark-squared bishop. 22.Bxc5 Qxc5+ 23.Kg2 a4 With a very good position for Black, who has fixed White's weaknesses on the queenside and can then try to break with ...d5-d4 or even harass the kingside. 14) Levenfish Variation (6.f4-Levenfish Variation: 7. Be2 #1

[4] Recuperando el peón. 1. – Contra la Variante Lev-Variante Levenfish: 5.Cc3 g6

[5] **10.Qd4** Es la más directa, pero en realidad no aporta gran cosa porque la dama no queda bien situada en el centro. Señalar que esta línea fue elegida en 1981 por Kasparov ante Balashov ¡en una de las pocas veces que Garry no quedaba bien de apertura con blancas! 10...Nf6 11.Be3 Be7 12.0-0-0 Las blancas también pueden elegir un enfoque más modesto con Ae2 y enroque corto, pero básicamente no cambia la valoración. 12...0-0 13.Be2 d5 Sin problemas en el centro, con la columna b abierta y una coordinación de piezas bastante sencilla CCStartBracketCCpor ejemplo Ae6, Cd7 seguido de Af6CCEndBracketCC las negras tienen una partida muy cómoda. 1. – Contra la Variante Lev-Variante Levenfish: 5.Cc3 g6

[6] **11.Be2** 0-0 12.0-0 Sería el enfoque posicional de las blancas. The positional approach from White. 12...Re8 En pocas posiciones poner una torre en una columna abierta es incorrecto. Aquí no estamos ante una excepción. There are few positions where putting a rook on an open file is incorrect. This is no exception. 13.Qd2 d5 14.Rae1 Con idea de continuar con Af3 y luchar por el centro. Intending to follow up with Bf3, fighting for the center. 14...Rb8 Tocando en b2. Las blancas ya están en dificultades. Hitting b2. White is already in trouble. 15.Na4 Si 15.b3 seguiría 15...Bb4 con una incómoda clavada. If 15.b3 Black replies 15...Bb4 with an uncomfortable pin. 15...Nf6 Una vez que el caballo abandonó c3, buscamos la casilla e4 con el nuestro. Once White's knight has left c3, we go to the e4-square with ours. 16.Bd3 Bf5 17.Bxf5 gxf5 Aunque nuestra estructura sea 'fea' no es importante porque no va a ser posible atacar el peón de f5 con nuestro caballo en e4, y es más probable que podamos usar nosotros la columna g que el blanco. 1. – Contra la Variante Lev-Variante Levenfish: 5.Cc3 g6 Although our structure is 'ugly', it is not important because it will not be possible to attack the f5-pawn with our knight on e4, and it is more likely for us than for White to be able to use the g-file.
11.Qf3 d5 12.0-0-0 0-0 It is important to understand that Black has an advantage in all these positions. The second player arrives very easily to disturb White's king on the b-file, while White's breaks on the kingside are far from doing any damage. 13.g4 13.h4 is not at all annoying due to 13...Nf6 , preventing h5 and threatening ...Bg4. 13...Qa5 The direct 13...Rb8 is also possible because taking the pawn on a7 is close to being suicidal. 14.f5 Rb8 Already threatening ...Rxb2, which will force White to weaken their position seriously. A few years ago I was able to win a nice game by email with this line, so while we're at it, I'll show it to you! 15.Bf4 Rb7 16.b3 A sad necessity. 16...Bb4 17.Kb2 Nb6 Every black piece joins the party. 18.Ne2 Re8 19.Kb1 Na4 White's castled king is in a lot of trouble... 20.Be3 Allowing a nice double exchange sacrifice to finish off the game. 20...Rxe3 21.Qxe3 Re7 22.Qg3 Rxe2 As the e3-bishop and the knight are gone, the dark squares are very weak. 23.bxa4 Re4 0-1 CCStartBracketCC23CCEndBracketCC Henri, S. CCStartBracketCC2255CCEndBracketCC - Martinez Martin, D. ICCF email

2012 14) Levenfish Variation (6.f4-Levenfish Variation: 7.Nxc6 #

[7] **13.g4** Se sugiere por sí misma para evitar que el caballo negro llegue a f6.
13...Re8 14.g5 Nb6 Una vez que nos han quitado la casilla f6 ¡buscamos otra ruta! El caballo, además de amenazar saltar a c4, refuerza d5 para poder jugar c5 cuando lo creamos oportuno y por último, deja libre la diagonal al alfil de c8.
15.h4 Bg4 Sin dejar al blanco ni soñar con atacar, ¡así da gusto! La posición negra es muy favorable. 1. – Contra la Variante Lev-Variante Levenfish: 5.Cc3 g6

[8] **16.Qxe3** Bf6 Otra posición instructiva. ¡Con el alfil del Dragón a salvo 'nunca' nos darán mate! Fíjate que aunque se abra la columna h y la dama llegue a h2, con la simple Te8 daríamos una casilla de escape al rey negro que estará muy tranquilo. Es importante repetir que la tranquilidad viene por haber capturado el alfil de e3 y además no hay saltos de caballo... Desgraciadamente no siempre vamos a tener posiciones tan buenas, ¡así que disfrútala! 1. – Contra la Variante Lev-Variante Levenfish: 5.Cc3 g6

[9] Buscando la casilla c4, algo que el blanco no puede evitar de forma convincente. 1. – Contra la Variante Lev-Variante Levenfish: 5.Cc3 g6

[10] **7.Bb5+** Bd7 8.Qe2 Una de las líneas secundarias más populares. Las blancas quieren enrocar en largo rápidamente y buscar e5. 8...a6 Forzando el cambio.
[8...h6 Transposing to the6. Bg5 line, which is quite harmless.]
9.Bxd7+ Nbxd7 10.0-0-0 Rc8 Se ven nuestras intenciones pero las blancas no pueden evitarlas. 11.f4 Rxc3 11...O-O es perfectamente jugable, ¿pero alguien se puede resistir a este sacrificio? 12.bxc3 Qc7 Apuntando a c3.
13.Qf3 Tiene mucha lógica, defendiendo el peón y mejorando la dama.
[13.e5 Novedad que parece ser la única opción de igualar de las blancas. dxe5 14.fxe5 Nxe5 15.Rhe1 Nfd7 16.Nb3 Qxc3 Con dos peones por la calidad estamos en condiciones de sacrificar el de e7, cuando enroquemos, con iniciativa en el debilitado flanco de dama enemigo ¡mientras que nuestro rey dormirá tranquilo en g8! 10. – Líneas secundarias-6.Ag5 Ag7 7.Ab5+ Ad7 #1]
13...0-0 14.h4 Intentando crear problemas en el flanco de rey. 14...h5 Al no existir el alfil de casillas blancas podemos realizar esta jugada sin titubear. 15.Nb3 Adelantándose a las amenazas negras. 15...Rc8 16.Rh3 b5 Nuestro ataque fluye mientras que las blancas, a pesar de la calidad de más, tan solo pueden defenderse. 10. – Líneas secundarias-6.Ag5 Ag7 7.Ab5+ Ad7 #2

[11] **16.Ndxb5** Nc5 Seguido de Ac4 o incluso De8 para Cxa4 con buenas posibilidades de ataque. 10. – Líneas secundarias-6.Ag5 Ag7 7.Dd2 h6

[12] **7.g4** Ni la comentaría si no fuera porque hasta tres Grandes Maestros la han empleado. La jugada se puede castigar directamente con un pequeño golpe

táctico. 7...Bxg4 ¡Simple! El caballo de d4 queda en el aire. 8.Bxg4 Nxg4 9.Qxg4 Bxd4 Con peón de más y partida más que encarrilada. 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 7.g4

7.h4 Nc6 8.Be3 h5 9.Qd2 9.f3 O-O transpondría una línea que miramos comenzando con7.Ae3. Igualmente ahora podríamos trasponer a la línea principal con enroque pero os voy a ofrecer otra posibilidad. 9...Ng4 Si no controlan esta casilla ¡debemos castigarles! 10.Bxg4 Bxg4 11.f3 La respuesta clásica. 11...Bd7 12.0-0-0 Las blancas quieren atacarnos pero la falta del alfil de casillas blancas pesa demasiado. 12...Ne5 13.b3 Fea jugada pero no se puede permitir Cc4. 13...Rc8 No tenemos ninguna prisa por enrocar. 14.Kb1 Qa5 La respuesta más sólida. Para los más aventureros os sugiero probar 14...b5 . 15.Nd5 Las blancas deben buscar el cambio de damas para frenar el ataque negro. 15...Qxd2 16.Rxd2 b5 Con posición aproximadamente igualada ¡aunque nos quedamos con negras! 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 7.h4 Cc6 #1

[13] **7...Qa5** Te recomiendo esta jugada si tu rival es un jugador con menos de 2000 y no está bien preparado. Aunque le das una opción adicional, habitualmente traspondrás a la línea principal si juega correcto y, por el camino, le tiendes una pequeña celada. 8.Bd2 Estoy seguro que mucho de vuestros rivales, especialmente si eres un jugador de blitz, juegan 8.Qd2 que pierde material por 8...Nxe4! 8...Nc6 9.Nd5 La jugada más normal sería 9.Nb3 a lo que responderíamos con 9...Qd8 y tras 10.Be3 o 10.Bg5 traspondríamos a la línea correspondiente. 9...Qd8 10.Nxf6+ No creo que el blanco realice con gusto este cambio pero e4 estaba en el aire. 10...Bxf6 11.Be3 Ahora tenemos varias opciones pero elegimos la más sencilla para igualar. 11...Qa5+ 12.c3 Nxd4 13.Bxd4 Bxd4 14.Qxd4 0-0 Con una posición sana. Por si acaso, os analizo la línea donde el blanco intenta atacar. 15.h4 Be6 16.h5 Rac8 17.hxg6 fxg6 Seguido de Dc5. 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 7.Ag5 Da5

[14] **10.Bh6** Es precipitada. 10...Bxh6 11.Qxh6 a5 Nuestro contrajuego va a llegar muy rápido. 12.a4 Un error pero permitir a4 no es agradable. 12...Bxb3 13.cxb3 Nd4 Con muchísima ventaja. 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 7.Ag5 Cc6 #2

[15] ¿Alguien puede pensar que aquí las blancas van a atacar a nuestro rey? 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 7.Ag5 Cc6 #3

[16] **8.h4** El alfil en e2 apoya d5 por lo que esta jugada tiene mucho sentido. 8...h5 Lo más seguro es no permitir que el peón h se acerque demasiado al enroque. 9.f3 Las jugadas f3 y Ae2 no acaban de coordinar del todo y podemos aprovecharlo para reaccionar en el centro. 9...Nc6 10.Qd2 d5 Con una versión muy mejorada respecto a otras líneas. 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 7.Ae3

O-O #17

8.g4 Estas jugadas pueden asustar si no estamos bien preparados. 8...Nc6 8...d5 es una buena alternativa pero quiero presentarles una novedad que ya es casi tópica en este curso. 9.g5 Si 9.h4 tomamos en 9...Bxg4 , y si 9.f3 ¡rompemos! 9...d5 . 9...Nh5 ¡Novedad! No es la primera vez que vamos a invitar al blanco a tomar en h5. ¡Cuidado que queremos saltar a f4! 10.Bxh5 gxh5 11.Qd2 Ya es hora de buscar el enroque.

[11.Nxc6 Si el blanco quiere capturar en h5 debe solucionar primero la tensión en d4. bxc6 12.Qxh5 Las blancas no han valorado bien lo que significa el alfil de g7 en el Dragón. Rb8 Atacando la debilidad de b2. 13.Nd1 13.O-O-O es un desastre inmediato por 13...Qa5 seguido de Db4. Qa5+ 14.Bd2 Qa4 Y la posición blanca se viene abajo. 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 7.Ae3 O-O #22]

11...Be6 Al principio me gustaba 11...Ne5 pero tras ver que las blancas pueden jugar 12.O-O-O sin miedo a Cc4 ¡me dejó de gustar! 12.0-0-0 Qa5 Amenazando tomar en a2. 13.Kb1 Rfc8 La torre apunta al caballo de c3 para volver a amenazar en a2. 14.a3 Si el blanco debe realizar esta jugada tras haber preferido Rb1 ¡es que algo ha salido mal! 14...Nxd4 15.Bxd4 Bxd4 16.Qxd4 Rc4 Seguido de Tac8 y b5 con un ataque muy fuerte. 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 7.Ae3 O-O #19

8.f3 Jugar f3 tras Ae2 no tiene mucho sentido y es más una pérdida de tiempo que otra cosa. El negro puede lograr una posición muy cómoda buscando una ruptura central rápida. 8...Nc6 9.Qd2 d5 No hay razón para postergar la ruptura central. 10.0-0-0 Nxd4 10...dxe4 tampoco es mala opción. 11.Qxd4 Permite un pequeño truco aunque la posición resultante es jugable. 11...Nxe4 12.Qxd5 Nd6 13.Bd4 Luchando contra el alfil de g7. 13...Be6 14.Qg5 La mejor casilla para la dama. 14...Bxd4 14...Ne4 también es una buena opción para simplificar. 15.Rxd4 Qb6 16.Rhd1 Rac8 Con idea de Tc5 y doblar en c, ¡o sacrificar directamente en c3! 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 y 8.f3 Cc6 #2

8.f4 Nc6 9.a3 La idea de esta misteriosa jugada es poder enrocar en corto sin que Db6 moleste, ¿por qué? Porque la dama no amenazaría tomar en b2 por Ca4. 9...Bg4 La jugada más sencilla para igualar. Como hemos explicado 9... Qb6 no es recomendable por 10.Nf5 Qxb2 11.Na4 y tenemos que entregar la dama. 10.h3 Forzando el cambio pero principalmente controlando la casilla g4 para que el alfil de e3 esté tranquilo.

[10.Qd3 Mejorando la situación de la dama. La idea es que si el negro cambia en e2 y juega Cg4 entonces el blanco responde con Ad2 seguido de enroque largo. Rc8 Jugada natural para empezar a trabajar en la columna c. El plan es llevar el caballo de c6 a c4. 11.h3 Necesaria si se quiere enrocar en corto puesto que el cambio en e2 y Cg4 se ve de nuevo acompañado por Db6 ¡con jaque si el rey blanco está enrocado! Bxe2 12.Ndxe2 Na5 Siguiendo el plan. 13.0-0 Nc4 14.Bc1 Qc7 Las negras tienen una posición muy sana aunque tampoco

observamos debilidades en el campo blanco por lo que podemos considerar que aún se mantiene el equilibrio. 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 y 8.f4 Cc6 #4]

10...Bxe2 11.Ndxe2 b5 ¡No hay tiempo que perder! 11...b5 es una jugada típica cuando el peón de e4 esté defendido tan solo por el caballo. 12.0-0
Las blancas completan el desarrollo. Tomar el peón no es buena idea pues tras Da5+ y Cxe4 la posición blanca se viene abajo. 12...Rc8 Una jugada muy inteligente. 12...b4 no es recomendable directamente porque tras la captura en b4 el peón de a7 quedará colgado y la posición se igualará inmediatamente. ¿Qué pasa si 12...a5 apoyando b4? Que nos capturan en b5 y tras tomar nosotros en e4 nos jugarán Dd5 atacando los dos caballos que están sin defender, ¡así que con Tc8 defendemos uno a la vez que mejoramos nuestra torre! 13.Qd3 Atacando b5 y defendiendo e4. 13...a6 Quise recomendar b4 pero la posición resultante no me parece tan fácil de jugar así que mejor tomarlo con calma. A continuación mejoraremos la dama, situándola a c7 o, en dos pasos, a b7. 14.Rad1 Qc7 Las blancas no tienen ningún plan evidente a su disposición, por lo que podemos tomarnos cierto tiempo en mejorar la posición. Si las blancas 'esperan' jugaremos Te8 para sobreproteger e7 y seguir con Cb8-Cbd7, mejorando nuestro caballo y la acción en la columna c. En cualquier caso tendremos buena partida por delante. 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 y 8.f4 Cc6 #1

17 **9.g4** Be6 Tanto 9...d5 como 9...a5 son jugables, pero elegimos la continuación más clásica. Cuando el caballo blanco se retira de d4 a b3 deja de controlar la casilla e6 que nuestro alfil puede ocupar mejorando claramente la poca actividad que ofrece inicialmente desde d7. 10.f4 Rc8 11.g5
[11.f5 El blanco se lanza con todo pero debería asegurar antes su posición. Bd7 12.g5 Nxe4 12...Ne8 también es perfectamente jugable pero me cuesta resistirme a un sacrificio de pieza como este. Vamos a obtener tres peones y una posición muy agradable para disfrutar jugándola. 13.Nxe4 Bxf5 14.Bd3
Si 14.Nc3 Nb4 es muy desagradable. Bxb2 15.Rb1 Bg7 Con tres peones por la pieza y la estructura blanca completamente rota, nuestra posición es preferible. Podremos elegir si seguir mejorando la dinámica de nuestra posición con Ce5/Cb4 y Dd7 o lanzar inmediatamente el centro con d5-e5. 4. – Contra Ae2 sin enroque-6. Ae2 Ag7 7.Ae3 O-O #8]

11...Ne8 Contra este orden no podemos saltar a h5 por f5. 12.h4 ¡Al ataque! Si no estamos bien preparados contra estas ideas podemos temer, y mucho, por nuestra seguridad. 12...Bxc3+ ¡De nuevo damos el alfil del dragón sin complejos! 13.bxc3 d5 La ruptura central llega antes de que el blanco logre atacarnos en el flanco de rey. 14.h5 dxe4 15.hxg6 Qxd1+ 16.Rxd1 hxg6 Cambiando damas no tenemos nada que temer ya que nos podremos defender fácilmente en la columna h con Rg7-Th8 o incluso con Tg8 dejando f8 para escapar con el rey. El caballo de e8 iría a d6 donde apunta a f5 o c4 haciendo

mucho daño en la posición blanca. 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 7. Ae3 O-O #7

9.f4 e5 Con 9...Be6 seguramente acabaríamos trasponiendo a otras líneas pero queremos aprovechar el orden de las blancas para castigar inmediatamente el centro. La clave es que no pueden jugar f5 al no estar enrocados ya que simplemente capturaríamos el peón. 10.0-0 exf4 11.Bxf4 Re8 Nuestro peón de d6 ha quedado débil pero el de e4 también. Nuestras piezas están mejor preparadas para la acción como veremos en las próximas variantes. 12.Bf3 Defendiendo e4 también es natural. 12...Ne5 Hay pocas personas, animales o cosas que se sientan más felices que este caballo en e5. Si las blancas lo capturan retomamos de torre para seguir presionando e5. 13.Kh1 Jugada natural evitando el jaque en b6. 13...a6 Si nos dejan jugar b5 sería maravilloso... 14.a4 b6 Seguido de Ab7 tanto para presionar e4 como para buscar d5 en el futuro. No debemos temer la clavada en g5 porque h6-g6 será seguro. 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 7.Ae3 O-O #1

[18] **16.0-0** Bxb2 Y las máquinas nos indican que con juego precios el blanco llega a igualar ¡pero yo no lo veo nada fácil! 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 7. Ae3 O-O #12

[19] **12.Bd4** No es tan efectiva en esta posición. 12...e5 13.Bc5 Be6 Parece similar a las líneas principales del Ataque Yugoslavo con 9.O-O-O pero la diferencia, que el alfil está en e2 y el peón en f2, es importante como veremos a continuación. 14.Bc4 Nxc3 Liquidación que nos asegura buena partida. 15.Qxc3 Qg5+ 16.Be3 Qg4 Forzando el cambio de alfiles. 17.Bxe6 Qxe6 Con una posición muy jugable. 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 y 9-O-O-O #10

[20] Aunque el blanco tenga ventaja material, con dos torres y peón por nuestra dama, mostraremos que con juego preciso, combinando la acción de los alfiles con la dama, lograremos crear problemas tanto en el flanco de dama como en el de rey. Guía Rápida-DragÃ³n con 6. Ae2 Ag7 #2

[21] **8.Kh1** Preparando f4. 8...Nc6 9.Nb3 a6 ¡Nada nuevo! 10.f4 10.a4 Be6 11. Bg5 transpondría a lo analizado en8.Ag5. 10...b5 11.Bf3 Bb7 Siempre que consigamos esta formación sin problemas adicionales tendremos una buena posición. 12.Be3 e5 Jugada tan sorprendente como clave. Luchamos directamente contra el plan del blanco y estamos bien preparados para luchar por las casillas centrales. 13.f5 La jugada típica en estas posiciones pero vamos a demostrar que estamos mejor preparados para luchar por el centro. 13...b4 Obligando al caballo a definirse. 14.Na4 La alternativa 'triste' cuando ves que Cd5 no da buen resultado. 14...Ne7 Apoyando con todas las piezas la ruptura con d5. 15.fxg6 hxg6 Las blancas no tienen opción de frenar nuestra ruptura.

16.Nd2 Defendiendo e4. 16...d5 ¡Libertad! 17.Nc5 Bc6 Con una posición muy sana. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #87

8.Re1 Enfoque posicional mejorando la situación de la torre antes de definir el resto de la posición. 8...Nc6 9.Nb3 a6 10.Bf1 b5 11.Nd5 11.Bg5 traspondría a lo analizado en8.Bg5. 11...Nd7 Preparándonos para expulsar al caballo enemigo. 12.c3 Limitando la acción de nuestro alfil. 12...e6 Tenía dudas sobre qué línea recomendar, porque hay varias buenas, pero me he decidido por esta jugada porque las blancas no suelen responder de la mejor forma. 13.Ne3 La jugada principal contra la que conseguiremos, fácilmente, buen juego.

13...Nb6 Apuntando tanto a a4 como a c4. 14.Nd4 Luchando por el centro pero la potencial debilidad de d6 deja de serlo. 14...Nxd4 15.cxd4 Bb7 Siempre es bueno desarrollar atacando el centro. 16.Qd3 Rc8 Con ideas como Ca4, Dh4 y f5. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #80

[22] **9.Re1** Jugada prácticamente desconocida pero que tiene su interés puesto que d5 ahora no es una buena opción. 9...Bd7 Continuamos con nuestro desarrollo.

10.Qd2 10.h3 va a trasponer tras 10...Rc8 11.Qd2 a la línea analizada a continuación. 10...Rc8 Rechazamos, de momento, Cg4 porque tras el cambio, h3 y Tad1 las blancas tendrían las piezas bien situadas. 11.Rad1

[11.h3 Evitando el salto en g4. a6 Ante la tranquilidad del blanco, nosotros también nos lo tomamos con calma. 12.Rad1 b5 13.a3 Qc7 Seguimos mejorando la posición poco a poco. La dama controla e5, puede dirigirse a b7 si lo vemos interesante y además deja la casilla d8 para una torre. 14.f4 Nxd4 15.Bxd4 Bc6 En esta línea se ve la utilidad de tener la dama en c7. 16.Bf3 Rfe8 Preparando e5 con buena posición. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #52]

11...Ng4 Hemos perdonado una vez ¡pero no dos! 12.Nxc6 bxc6 13.Bxa7 Idea glotona que no es tan rara ¡nos van a intentar como este peón con más frecuencia de la que piensas! 13...Bh6 Aprovechando la ausencia del alfil.

14.Qd3 Qa5 ¿Se arrepentirá el alfil blanco de su pasado? 15.Bd4 no es posible ahora por e5. 15.Qg3 La mejor opción, buscando al caballo negro. 15...Qxa7

16.Bxg4 Bxg4 17.Qxg4 Bg7 En caso de duda intentar consultar a algún jugador de Volga sobre la enorme compensación que tenemos aquí. Con las columnas semiabiertas a y b y el alfilazo en g7 serán las blancas, a pesar del peón de más, las que tengan que luchar por no quedarse peor. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #54

9.a4 Gana algo de espacio en el flanco de dama pero no suma mucho a la posición blanca ante la típica ruptura negra. 9...d5 10.exd5 Nb4 10...Nxd5 11. Nxd5 Nxd4 es suficiente para igualar, pero no he podido dejar de recomendar esta jugada aprovechando que el peón a del blanco ya no podrá controlar esta casilla. 11.Bf3 Nfxd5 12.Nxd5 Nxd5 Obviamente en esta posición estamos perfectamente. Queremos jugar con e5 así que las blancas intentan clavar el peón. 13.Bg5 h6 14.Bh4 g5 15.Bg3 Nf4 A base de ganar tiempos sobre el

alfil hemos logrado esta buena casilla para nuestro caballo y ya obtenemos una posición preferible a la del blanco. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #55

9.Nxc6 No es una opción recomendable pues refuerza el centro negro. 9...bxc6 10.Qd2 Es natural pero deja de controlar g4 y lo podemos aprovechar.

[10.f4 Buscando apoyar e5 en caso de la ruptura central. Qa5 Activando la dama que además hace posible Aa6. 11.Bf3 Evitando que Aa6 cambie alfiles. Rb8 12.Rb1 Nd7 Creando ya serios problemas en el flanco de dama blanco. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #49]

10...d5 Opciones como 10...a5 o 10...Qc7 también son normales y buenas pero prefiero la más forzada. 11.e5 Ng4 Casi siempre que podamos ¡será nuestro salto favorito! 12.Bxg4 Bxg4 13.f4 f6 Con pareja de alfiles y el centro a punto de abrirse, nuestra posición solo puede calificarse con una palabra: BUENA. 14.Bd4 Qa5 Apoyando c5. Las blancas ya tienen que andarse con cuidado para no quedar peor. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #50

9.Kh1 Con idea de jugar f4 y evitar los problemas en la diagonal. 9...d5 La ruptura habitual que normalmente va a darnos una posición muy cómoda. 10.Nxc6 bxc6 11.e5 Las blancas quieren lograr un buen centro y apoyarlo con f4. 11...Ne4 La más activa. 12.f4 Las blancas permiten que le doblemos peones en c pero confían en poder romper rápidamente con c4.

[12.Nxe4 No supone un gran problema para las negras. dxe4 13.Qxd8 Rxd8 14.Rfd1 Jugadores tan fuertes como Adams eligieron en su momento esta opción, pero el final no solo no crea problemas para las negras: ¡además las blancas deben tener cuidado para no quedar peor! Be6 Desarrollo lógico del alfil conectando las torres. 15.Bd4 Defendiendo e5. c5 Aprovechando a ganar un tiempo sobre el alfil. 16.Bxc5 se respondería con 16...Rdc8 para entrar en c2. 16.Bc3 f5 Damos protección al peón de e4 y, en caso de que el blanco no tome al paso, seguiremos con Ah6-Rg7 y g5 para jugar f4 y ganar espacio en el flanco de rey. Puedes observar que las blancas, en cambio, no tienen ningún plan activo con el que incordiarnos. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #33]

12...Nxc3 13.bxc3 Qa5 Optamos por la elección más dinámica. 14.c4 Rd8 15.cxd5 Bf5 A continuación tomaremos en d5 con buena posición. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #32

9.f3 No encaja para nada bien con Ae2 y O-O. 9...d5 De nuevo no hay ninguna razón para no realizar esta jugada. Prácticamente siempre que podamos hacer esta jugada ¡hay que hacerla! Tras completar el desarrollo rompemos el centro. 10.Nxc6 bxc6 11.e5 Esta idea es la forma de justificar f3 puesto que ahora el caballo negro no puede saltar a e4. La única forma de intentar crear algún problema al negro ¡aunque sea con tiempo de menos respecto a otras líneas!

[11.exd5 Nxd5 12.Nxd5 cxd5 Las negras no tienen ningún problema. Dominan el centro y su alfil ya molesta el flanco de dama blanco. 13.c3 a5 Buscando crear más debilidades en el flanco de dama. 14.a4 Cuanto antes se frene este peón, mejor. Transpondría a lo que vamos a analizar: 14.Bb5 Qd6 15.a4 . Qd6

15.Bb5 Bd7 Cediendo la casilla c8 a la torre de f8. 16.Qe2 Rfc8 Tenemos una posición muy buena aunque las blancas también están sólidas y por eso debemos considerar que la igualdad reina en el tablero. Antes de tomar medidas podemos consolidar el centro con Ac6 y e6. Ganar un poco de espacio en el flanco de rey con h5 y más tarde buscar acciones con De5, Rh7-Ah6 o Tab8. 4. – Contra Ae2 sin enroque-6.Ae2 Ag7 y 8.f3 Cc6 #6]

11...Ne8 Elijo esta jugada sobre Cd7, que también es perfectamente jugable, porque me gusta el futuro del caballo en d6 donde amenaza saltar a muchas casillas.

12.f4 Hay que sostener el peón de e5. 12...f6 Segunda ruptura central en pocas jugadas. 13.exf6 ¡Conseguimos romper el centro! 13...Bxf6 13...Nxf6 también es una alternativa completamente aceptable. Tanto tomar de peón como de caballo también son buenas opciones. 14.Qd2 Ng7

[14...Bf5 Con idea de Cd6 y meter el caballo en e4 ¡así que el blanco debe reaccionar rápido! 15.g4 Evitando el plan del negro ¡pero a cambio de debilitarse! Bd7 16.Rad1 Nd6 Pronto seguiremos con Dc8 y h5 para molestar en el flanco de rey. Aunque Stockfish evalúa la posición con 0.00, ¡les aseguro que en pocas jugadas quedarán mejor contra su rival humano! 4. – Contra Ae2 sin enroque-6. Ae2 Ag7 y 8.f3 Cc6 #3]

15.Rad1 Qc7 Tenemos a nuestra disposición una buena posición y varios planes interesantes. Podemos buscar Te8 seguido de e5, situar nuestro caballo en f5 y alfil en a6 e incluso calcular si d4 seguido de Td8 es buena opción. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #48

9.f4 La variante más agresiva. 9...Qb6 Molestando inmediatamente en la diagonal que ha quedado debilitada. Hay que señalar que Ad7, con idea de Cxd4 y Ac6, no tiene tan buena fama pero es una opción menos concreta y perfectamente jugable. 10.Qd3 La jugada lógica tras comprobar que 10.Qd2 pierde un peón por 10...Nxe4 ¡Este truco lo vais a poder jugar meter más de una vez! 10...Ng4 Aprovechando que la dama blanca ha dejado de controlar g4. 11.Nd5 Bxd4 Bonito sacrificio de dama. 12.Bxg4 La opción más sólida que lleva a un final igualado. 12...Bxe3+ 13.Qxe3 Qxe3+ 13...Qxb2 es valiente pero objetivamente peor que jugar el final. 14.Nxe3 Bxg4 15.Nxg4 b5 Ganando espacio en el flanco de dama. Jugaremos con b4-a5 y después presionaremos en la columna c. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #40

[23] **11.Nxc6** bxc6 12.Rfd1 12.Rad1 nos lleva a una posición ya analizada en lasvariantes que comienzan con 9.Cxc6.

[12.Nxd5 No aspira a nada. Qxd5 12...cxd5 puede ser una opción si queremos mantener damas para tener mayores opciones de victoria. 13.Qxd5 cxd5 Aunque sea una posición igualada creo que las blancas aún corren algún peligro. 14.Rfd1 14.c3 sería un buen ejemplo de juego descuidado puesto que tras 14... Rb8 15.Rab1 Bf5 caería el peón b. Rb8 15.Rab1 Bf5 Sin dejar en paz al flanco de dama blanco. 16.Rxd5 Bxc2 17.Rc1 Rxb2 Con buena actividad de piezas

aunque la posición sigue igualada. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #15]
12...Qc7 13.Bd4 Intentando jugar como en las líneas del Ataque Yugoslavo, pero aquí no va a funcionar de forma tan efectiva. 13...e5 14.Bc5 Rd8 15.Bc4 Bg4 Debilitando un poco el enroque blanco. 16.f3 Be6 Amenazamos Cxc3. 17.Bb3 e4 ¡Rompiendo todo! Las blancas no tienen continuación correcta ante las múltiples amenazas que les planteamos. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #12

[24] **16.Bf3** Única jugada para no perder el peón de d4. 16...e4 17.Be2 Be6 Con ventaja de espacio y presión en d4 vamos a hacer que las blancas sufran un buen rato en esta partida. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #7

[25] **9...a6** I like including a6-a4 before going for Be6. If White chooses not to soften his queenside with a4, we will proceed with grabbing space on the queenside. 10.f4 b5 11.Bf3 Bb7 With harmonious development and space on the queenside, Black has a fine game ahead of him. Besides intending the usual Rc8, pressuring the c-file, it is also an idea to go for e5!? challenging White in the center, especially if White loses the grip over the d5-square with a natural move like 12. Qe1. The queenside push b5-b4 at the right moment, asking the c3-knight the quintessential question, is also a theme. Quickstarter Guide-Classical System - 6.Be2 #2

[26] **11.f5** La continuación más agresiva es, en este caso, algo dudosa puesto que cede la casilla e5 a nuestro caballo. 11...Bd7 12.g4 ¿De perdidos al río? 12...Ne5 La casilla prometida. 13.Nd2 Sobreprotegiendo e4 para evitar que el peón caiga tras el sacrificio típico en c3. 13...gxf5 14.exf5 14.gxf5 se responde simplemente con 14...Kh8 para Tg8 ¡y es el negro el que ataca por la columna abierta! Las blancas no podrán copiar tan fácilmente el plan negro porque el alfil apuntará desde c6 al rey blanco. 14...e6 ¡Abriendo la posición! 15.Nde4 exf5 El enroque blanco sufrirá mucho más que el negro. 16.gxf5 Kh8 Seguido de Tg8 y Ac6 con ataque prácticamente decisivo. 5. – Contra Ae2 con enroque-6. Ae2 Ag7 7.O-O #20

11.g4 Las blancas inician el ataque sin ceder la casilla e5 al caballo negro ¡sin duda una buena idea! 11...Na5 Preferiríamos saltar a e5 ¡pero aquí tampoco estamos tan mal! 12.f5 Las blancas avanzan el peón f cuando el caballo negro no puede alcanzar e5 en una jugada.

[12.g5 Es un error que se refuta inmediatamente con el clásico sacrificio de calidad. Rxc3 13.gxf6 La única jugada que, al menos, plantea una pequeña celada. Rxe3 14.fxg7 Re8 No podemos tomar en g7 por Dd4+ perdiendo la torre. La posición de blancas es un desastre y con la llegada de nuestra dama a b6 no debemos temer por la torre. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #27]
[12.Bd4 Buscando cambiar el poderoso alfil negro. Bc4 Hay que empezar a

minar c4 lo antes posible. 13.g5 Ne8 13...Nh5 también es interesante, pero dado que el blanco va a tener que cambiar en g7 podemos considerar la retirada a e8 ligeramente más segura. 14.Bxg7 Nxg7 15.Nxa5 Evitando la llegada del caballo a c4. Qxa5 16.Kh1 Adelantándose a Db6+. Bxe2 17.Qxe2 e6 Controlando la casilla d5 y la ruptura en f5. La debilidad en d6 no es un gran problema y podemos considerar nuestra posición mucho más cómoda. 5. – Contra Ae2 con enroque-6. Ae2 Ag7 7.O-O #28]

12...Bc4 13.Bxa7 Típica jugada que puede pasar desapercibida, ¡pero nos han comido un peón! Los intentos de cazar el alfil con b6 no funcionan por Cxa5.

13...Bxe2 14.Qxe2 Nd7 Liberando la gran diagonal para que el alfil colabore con la llegada del otro caballo a c4. 15.Nd5 La única jugada que lucha contra Cc4 de forma efectiva. 15.Bd4 no es válida por 15...Nxb3 . 15...Nc6 Evitando que cambien en a5 y luego en e7. 16.Bf2 Bxb2 17.Rad1 Be5 El alfil ocupa la casilla deseada por los caballos con idea de aprovechar la debilidad de las casillas negras del flanco de rey. En mente tenemos realizar e6 para pasar la dama. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #25

11.Qe1 Para continuar con Td1. 11...b5 ¡Novedad! Nos lanzamos inmediatamente a por el blanco. Amenazamos b4 y también apoyamos Ac4. Si el blanco no toma en b5, sin duda, nos habremos salido con la nuestra. 12.Bxb5 Ng4 La clave del sacrificio. El alfil blanco no puede esconderse. 13.Rd1 intentando ignorar los problemas pero tenemos recursos suficientes y empezamos con un nuevo salto de caballo. 13...Nb4 Tocando en c2. 14.Bd3 No hay muchas formas de defender c2 puesto que 14.Nd4 se responde con 14...Qb6 .

14...Nxe3 15.Qxe3 Qb6 Me encanta esta jugada tan inesperada. Aún sin damas la presión en el flanco de dama va a ser muy fuerte. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #30

[27] Seguido de Ac4. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #18

[28] **10.Re1** Dando la casilla f1 al alfil a la vez que activas la torre para sobreproteger el peón de e4. 10...b5 Amenazamos b4. 11.Bf1 Justo a tiempo para defender e4. 11...h6 Es útil obligar a definir al alfil blanco su ubicación. La jugada Cd5 va a llegar tarde o temprano y tras el cambio en d5 queremos tener a nuestra disposición g5 para que el alfil no moleste en e7, además el alfil en h4 está muy mal situado para colaborar con el resto de las piezas en el flanco de dama. 12.Bh4 Bd7 Prácticamente una novedad. El desarrollo del alfil por d7, en vez de la jugada más natural que sería Ab7, se entiendo como respuesta a a4. El alfil estará mucho mejor situado en d7, atacando a4 y además sin bloquear la columna b. Si las blancas deciden jugar sin a4 nuestro alfil parecerá un poco pasivo en d7, ¿pero acaso no es suficiente mérito haber evitado el plan blanco? 13.a4 La jugada que más os habéis a encontrar en esta posición ¡aunque no sea la mejor opción para las blancas! 13...b4 14.Nd5 Me cuesta tomarme en serio 14.Na2 pero en ese caso os recomiendo 14...

Qc7 y que sigáis disfrutando de la partida. 14...Nxd5 15.exd5 Ne5 16.Qd2 Jugada natural para mejorar la dama a la vez que tocas en b4. 16.f4 la podemos responder con 16...Ng4 coordinado con Db6+. 16...g5 17.Bg3 Ng6 Con esta maniobra controlamos completamente las ideas del negro en el centro, a la vez que cedemos completamente la diagonal a nuestro alfil. Prácticamente vamos a presionar en el flanco de dama gratuitamente mientras las blancas no tienen ningún plan para molestarnos en el flanco de rey o en el centro. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #74

10.Qd2 Lo han empleado algunos jugadores para buscar un rápido cambio de alfiles pero los tiempos que se gastan en esta maniobra facilitan el control del centro por parte de las negras. 10...b5 11.a3 El blanco no puede continuar sin evitar b4. 11...Bb7 12.Bh6 La jugada que hace original a la línea con 10.Qd2. 12...Bxh6 Ya que la dama blanca no tiene apoyo de sus piezas para atacarnos tiene sentido desplazarla hasta h6. 13.Qxh6 Ne5 Mejoramos el caballo a la vez que atacamos e4. 14.Qe3 La dama no pintaba nada en h6. 14...Qc7 Tenemos una posición muy cómoda donde podemos colocar las torres en b8 y c8 y el alfil en a8 preparando la expansión en el flanco de dama. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #79

10.f4 La continuación más agresiva. 10...b5 Si no evitan nuestras ideas, ¿por qué no hacerlas? 11.Bf3 Las blancas ¡a lo suyo! 11...b4 ¡Y nosotros a lo nuestro! 12.Nd5 Uno siempre quiere saltar al centro pero despejar la gran diagonal no es buena idea.

[12.Na4 No creo que ningún defensor de las blancas haga esta jugada con tranquilidad puesto que el caballo está, evidentemente, en mala casilla. Sin falta ¡vamos a por él! Bd7 ¿Por qué ocultar nuestras intenciones? 13.a3 La mejor forma de intentar salvar al caballo. Qc7 Fina jugada que mejora nuestra dama y controla e5. Además, ante el inminente cambio en b4, aprovechamos para tocar en c2. 14.axb4 Nxb4 15.c3 Nc6 El blanco ha logrado defender al caballo pero aún sigue sin poder darle una mejor vida. En esta posición es difícil encontrar ideas para mejorar la posición blanca mientras que nosotros sí tenemos diversos planes para inclinar la balanza a nuestro favor. Podemos jugar con Tab8 para presionar en la columna b, llevar la de f8 a d8 para amagar en algún momento, tras Ae8, con d5 y Ce4 o jugar en el momento conveniente con Ca5 para remarcar la debilidad del caballo de a4. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #66]

12...Nxd5 13.exd5 Na5 Buscando la casilla c4. 14.Qe2 Controla c4 mientras ataca e7. 14...Re8 Defendemos el peón y le recordamos nuestra intención de tomar en b2. 15.Rab1 Única jugada para no perder peón inmediatamente. 15...Bf5 Mejorando el alfil para tocar c2. La columna c va a ser un dolor de cabeza permanente para las blancas durante toda la partida. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #67

10.a4 Evitar b5 es la mejor opción para las blancas. 10...Be6 Una vez provocado a4 vamos a fijar nuestras acciones en el punto b3. 11.f4

Como tantas veces vamos a ver, esta jugada es muy peligrosa con el rey en h1. [11.Kh1 Apartando el rey para poder jugar f4 sin sustos en la diagonal. Na5 Coordinando caballo y alfil inmediatamente sobre b3. Las blancas pueden llegar a notar la ausencia del alfil de g5 en e3 puesto que no controlan b6 y será por esa casilla por donde entre nuestra dama. 12.Nxa5 Las blancas se liberan de la presión en b3 pero a cambio la dama negra gana actividad y el flanco de dama queda desprotegido. *(12.Nd4* Es una jugada muy lógica, eliminando la amenaza en b3 mientras se ataca e6. *Bc4* La casilla deseada. *13.Bxc4 Nxc4 14.b3 Nb6* Aunque el caballo no esté perfecto aquí podremos mejorarlo por d7 vía c5 para presionar e4. La posición está igualada. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7. O-O #62 *)* 12...Qxa5 13.f4 Las blancas pueden pensar que no hay motivos para retrasar este avance pero con juego concreto mostraremos que aún tienen que van a pasar por dificultades. Qb4 Tocando e4 y b2. 14.f5 Intentando forzar Ac4 pero... Qxb2 Contra 15.fxe6 tomamos en c3 y la mala estructura blanca compensa que hayamos perdido la pareja de alfiles. 15.Bd2 Bd7 Irse a c8 para no dejarnos el de b7 no va con nuestro estilo. 16.Rb1 Qa3 17.Rxb7 Qc5 Centralizamos de nuevo la dama para controlar el centro y a continuación luchar por la columna b. Una vez desaparezca la torre enemiga de la séptima podremos jugar Ac6 tocando e4. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #59]
11...b5 La clave para poder ejecutar esta jugada es el jaque en b6. 12.axb5 axb5
13.Rxa8 Qb6+ La fineza para poder tomar de torre en a8. 14.Kh1 Rxa8 La posición es muy buena para nosotros. Si nos capturan en b5 podremos comer en e4.
15.Nd5 Bxd5 Damos la pareja de alfiles pero nos quedamos con la iniciativa.
16.exd5 Na5 17.Nxa5 Rxa5 Continuaremos con Ta2, b4 y Dc5 dominando al blanco. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #65

[29] **12...Rb8** Buscamos b4. 13.Qd2 Comunicando las torres. 13...Ba8 Anunciando b4. 14.Rad1 b4 ¡Llegó el momento! 15.axb4 Nxb4 16.Bf3 Qb6
Con una posición muy sana. A continuación podemos poner nuestra torre de f8 en juego, ya sea de forma modesta en e8 protegiendo e7 que es la mayor debilidad de nuestra posición o en d8 buscando d5. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #69

[30] **16.Rae1** Rfe8 Liberamos a la dama de la defensa de e7 tanto para poder realizar la maniobra Cd7-b6 como para poder molestar con jugadas como Dc4.
17.f5 Nd7 Aquí vemos la utilidad de tener defendido el peón de e7. 5. – Contra Ae2 con enroque-6.Ae2 Ag7 7.O-O #76

[31] **7.Bb3** 0-0 8.h3 a6 9.0-0 b5 This is obviously better than ...b6 and ...Bb7 as we saw in Game 49, as here Black is much more active, has ideas of ...b4 and maybe ...a5, and ...Bb7 will target e4. This has been a theoretically recommended way of playing against 6 Bc4, but I still prefer White, although it might just be a style thing! Game 50 is a recent game where Black tries ...a6

and ...b5 but still slips into passivity. Black Plays ...a6 and ...b5-in Game Format **7.Be3** Este es un orden que las negras muchas veces 'perdonan' y no castigan de la forma correcta. Aquí mostraremos líneas complejas y originales que os harán disfrutar. Esta posición se ha jugado bastante, aunque más habitualmente con el orden 6.Ae3 y 7.Ac4. CCStartFENCCrnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR w KQkq - 0 1CCEndFENCC 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be3 Bg7 7.Bc4 . El jugador de negras muchas veces 'perdona' la inexactitud a las blancas y simplemente enroca pero aquí no estamos para perdonar a nadie ¡no somos así! 7...Ng4 Aprovechando que el blanco se ha 'olvidado' de controlar esta casilla con f3 o h3. 8.Bb5+ La idea blanca que nos quita el enroque ya que no es posible 8... Bd7 al quedar el caballo de g4 sin protección. 9.Qxg4 La única forma de justificar el orden blanco. Ahora no es posible 8...Bd7 por 9.Qxg4 ganando pieza, pero el negro sacrifica su enroque sin problemas. 8...Kf8 9.0-0 [9.Bg5 El intento de escapar de las garras del caballo negro es lógico pero poco efectivo. h6 10.Bh4 Qb6 Aprovechando inmediatamente la ausencia del alfil blanco de diagonales importantes a la vez que tocamos el alfil de b5. Las blancas ya tienen serios problemas. 11.Nde2 La única retirada de caballo posible puesto que hay que defenderse contra Axc3+. Además 11.Nce2 no es posible por 11... e5 ganando el alfil de b5. *(11.Bxe7+* Único recurso que a primera vista puede parecer efectivo. No podemos tomar el alfil por el doble en d5. *Kg8 12.Nce2 Nc6* Tocando en d4 y e7. *13.Bxc6 bxc6* A cambio de un solo peón tenemos una compensación terrible. *14.Bxd6* Es un error pero una jugada como enroque tampoco garantizaría nada bueno al blanco tras Aa6. *Ba6 15.Bg3 Rd8* Seguido de c5 ganando material. 3. – Contra 6.Ae3 7.Ac4 sin-6.Ac4 Ag7 7.Ae3 Cg4 8.Ab5+ Rf *)* 11...Bf6 Molestando al alfil de h4 que no puede tomar en f6 porque debe seguir defendiendo en f2. 12.Bg3 h5 ¡No hay paz para el alfil! 13.h4 a6 Y ahora incordiamos al otro alfil para tomar en b2. La posición negra es muy favorable. 3. – Contra 6.Ae3 7.Ac4 sin-6.Ac4 Ag7 7.Ae3 Cg4 8.Ab5+ Rf]

9...Be5 La jugada clave, creando debilidades en el enroque blanco. A partir de aquí habrá que conocer bien las líneas que presentamos puesto que un solo error nos puede costar la partida. Guía Rápida-DragÃ³n con 6. Ac4 Ag7 Fina jugada para debilitar la estructura del enroque blanco antes de tomar en e3. La primera vez que la vi fue en el fabuloso libro Entrenamiento de élite mencionada por el prestigioso entrenador Boris Zlotnik. 10.Nf3 No debilita el flanco de rey ¡pero debilitaremos el de dama! 10...Nxe3 11.fxe3 Bxc3 Al haber cambiado el alfil de casillas negras de rival este sacrilegio no es castigado. 12.bxc3 Kg7 Enrocándonos artificialmente lo antes posible. 13.Qd5 Rf8 La estructura blanca es muy mala y nuestro juego es mejor ya que podremos desarrollar las piezas sin peligro. 14.e5 Intentando acelerar el juego. 14...dxe5 15.Qxe5+ f6 Con ventaja. 3. – Contra 6.Ae3 7.Ac4 sin-6.Ac4 Ag7 7.Ae3 Cg4 8.Ab5+ Rf

[32] **9.h3** Nxd4 En este caso, tras tanta jugada de preparación, decidimos

descolocar su dama y seguir, en breve, ganando tiempos. 10.Qxd4 Bd7 El alfil se dirige a c6. 11.Bg5 h6 ¿A dónde va este alfil? 12.Bd2 [12.Bh4 No es la retirada recomendable. g5 13.Bg3 Nh5 14.Qd3 Nxg3 15.Qxg3 Rc8 16.Bb3 Rc5 Seguido de Ac6, Te5, a5... con clara ventaja. 8. – Contra 6.Ac4 sin Ae3-Contra 6.Ac4 sin Ae3 #7]
12...Ng4 Ahora ganaremos demasiados tiempos sobre la dama blanca. 13.Qd3 Ne5 14.Qe2 Nxc4 15.Qxc4 Rc8 16.Qd3 A 16.Qb3 respondemos con 16...b5 aprovechando que no puede tomar por la clavada. 16...a6 Con pareja de alfiles y buenas posibilidades de crear problemas en el flanco de dama. 8. – Contra 6. Ac4 sin Ae3-Contra 6.Ac4 sin Ae3 #6

9.Bb3 a6 Jugada tranquila con idea de hacer Cxd4 y b5. 10.Bg5 h6 Como tantas veces, interrogamos al alfil nada más llegar a g5. 11.Bh4 Nd7 Aunque Cxd4 era la continuación normal me gusta esta idea. Tocamos en d4 y llevamos el caballo a c5 para tener al alfil de b3 siempre controlado. 12.Nf3 b5 13.Qd2 Bb7 14.Rad1 Nc5 Con buena posición. 8. – Contra 6.Ac4 sin Ae3-Contra 6. Ac4 sin Ae3 #9

[33] **10.Bf1** d5 Una vez más, si podemos romper ¡rompemos! 11.exd5 [11.Nc5 La jugada más popular ¡pero seguramente no es la mejor opción! dxe4 12.Nxe6 fxe6 Tenemos un bonito semáforo en la columna e. 13.Qxd8 Es un poco triste ya que cede, sin pelear, la columna. Rfxd8 Importante tomar de la torre de f porque queremos usar la otra en la columna c. 14.Be3 *(14.Bg5 Rac8* Seguido de Cd4 si las blancas no hacen nada por evitarlo. *15.Rad1* Para responder a Cd4 con Td2 donde, por los pelos, las blancas tienen todo controlado. *Rxd1 16.Rxd1 Ne5* Presionando en la columna c. Podemos jugar con a6-b5, incluso tendremos maniobras de caballo como Cf7-d6. En todo caso con muy buena posición. 8. – Contra 6.Ac4 sin Ae3-Contra 6.Ac4 sin Ae3 #11 *)* 14...Nd4 Sin dar un respiro ¡así- se debe jugar contra la pareja de alfiles! 15.Bxd4 Rxd4 16.Rad1 Rxd1 17.Rxd1 Rc8 Seguimos con peón de más y ciertamente tenemos buenas posibilidades de imponerlo. 8. – Contra 6.Ac4 sin Ae3-Contra 6. Ac4 sin Ae3 #12]
11...Nxd5 En este tipo de posiciones nunca vamos a tener problemas. 12.Nxd5 Bxd5 Tomar de dama es algo más sólido pero creo que podemos mantener para ir a por más. 13.c3 Necesaria porque el alfil de g7 ya está apuntando a b2. 13...e5 14.Be3 b6 Es importante controlar la casilla c5. 15.Qd2 Ne7 Defendemos el alfil para poder jugar Dc7 y ocupar la columna d con una torre. 16.Bh6 Qc7 17.Bxg7 Kxg7 Con una posición muy sana. 8. – Contra 6.Ac4 sin Ae3-Contra 6.Ac4 sin Ae3 #16

[34] Con igualdad. 8. – Contra 6.Ac4 sin Ae3-Contra 6.Ac4 sin Ae3 #17

[35] **7.Bxd7+** 7.Qe2 es una jugada que se puede ver habitualmente pero que no promete mucho tras 7...Nc6 . 7...Nbxd7 8.0-0 Bg7 Black just has a great

position here. White's Bb5+ only helped us gain some time. 9.Be3 ¿Alguien me puede explicar qué han ganado las blancas con el cambio de alfiles? 9...0-0 10.f4 Jugadas como 10.Qd2 se responden simplemente con 10...Ne5 . 10...Rc8 11.Qf3 El intento pseudoactivo de las blancas. 11...Nb6 Conseguimos llegar a c4 por otro camino. 12.Rad1 Algunos jugadores han intentado 12.Ndb5 queriendo evitar 12...Nc4 pero en realidad no lo logran, pues no será posible 13.Bxa7 debido al doblete en d2. 12...Nc4 13.Bc1 Qb6 Amenazando e5. 14.Na4 Única forma de sacar a la dama de b6. 14...Qb4 15.b3 e5 La jugada clave. Conseguimos la casilla e5 para el caballo con ventaja. 10. – Líneas secundarias-6.Ab5+ Ad7 7.Axd7+ Cbxd7

[36] **10.f4** Es una versión buena de las líneas con f4 y el alfil en c8. Solo hay una línea donde el blanco puede intentar justificar que el alfil esté peor en d7 que en c8. This is a good version of the lines with f4 and the bishop on c8. There is only one line where White can try to justify that the bishop is worse on d7 than on c8. 10...Qb6 Aprovechando la debilidad en la diagonal. Taking advantage of the fact that the diagonal is weak. 11.Qd3 Evitando el truco en e4. Preventing e4 shenanigans. 11...Qxb2 12.Rab1 Ahora b7 está sin defender al estar en alfil en d7. Now b7 is undefended - note that the bishop is on d7. 12...Qa3 13.e5 Es un intento súper agresivo que no da buenos resultados. An ultra-aggressive attempt that doesn't score very well for White.

[13.Rxb7 Rfc8 Putting pressure on c3. To be fair, White has the option to follow a long line to defend an endgame with a pawn up to get to a draw. Let's see it. 14.Nd5 Forcing the queen trade. Qxd3 15.Nxf6+ Bxf6 16.Bxd3 Nxd4 17.Rxd7 Nxc2 18.Bxc2 Rxc2 We gain a pawn but White can still force more exchanges. Let's see how the game could continue: 19.e5 dxe5 20.fxe5 Bxe5 21.Rxe7 and there's no way for Black to get an advantage here. 21...f6 22.Rd1 Rc7 23. Rxc7 Bxc7 24.Rd7 Bb6 25.Bxb6 axb6 26.Rd6 Kf7 27.Rxb6 Rxa2 . This endgame is a draw. 16) Sidelines-Sidelines: 6.Bb5+ #3]

13...Nxd4 14.Bxd4 dxe5 15.fxe5 Ng4 Presionando en e5. Putting pressure on e5. 16.Nd5 Qxd3 17.cxd3 b6 Y para no quedar con peón de menos, el blanco debería comer en g4 y darnos la ventaja de la pareja de alfiles. 10. – Líneas secundarias-6.Ab5+ Ad7 7.O-O Ag7 #3 In order to get the pawn back, White must take on g4 and give Black the bishop pair advantage.

[37] Con buena posición. 10. – Líneas secundarias-6.Ab5+ Ad7 7.O-O Ag7 #1

[38] **6...Bg7** 7.0-0 0-0 We just make our standard moves. Next, we want to develop the knight with Nc6. 8.h3 A useful move. Especially now that the bishop has been developed to d3 instead of e2, White needs to guard the g4-square somehow. 8...Nc6 9.Nxc6 bxc6 This is a typical pawn structure which is very fine for Black. We have central control and the open b-file. Next, we want to reroute the knight to the queenside, push the a-pawn to turn it from a weakness

into a strength, and put pressure on the b-file. 10. 6th move Sidelines-6.Bd3 #1

[39] **9.b3** El fianchetto en el flanco de dama no es algo que se vea habitualmente contra el Dragón; pero justamente en esta variante, al no existir Cxe4, es posible. 9...Nd7 10.Bb2 Qa5 Preguntando al blanco cómo quiere lidiar con la gran diagonal. 11.Na4 11.Qd2 la contestamos con 11...Nc5 yendo a por el otro alfil. 11...0-0 12.Bxg7 Kxg7 La posición es más o menos equilibrada pero nos vendrá bien conocer algunos planes para jugar este tipo de posición. 13.f4 Nb6 Me gusta más esta idea que 13...Nc5 porque la columna a nos puede ser más útil que la columna b una vez que el blanco ha jugado b3. 14.Nxb6 Si el caballo retrocedía a c3 entonces Dc3 era bastante incómoda. 14...axb6 15.a4 Evitando que metamos una pieza en a3, con lo que dejaríamos una debilidad permanente en a2. Ahora podemos pensar, en el largo plazo, en buscar la ruptura con b5 pero antes ¡ganemos un poco de espacio en el centro! 15...e5 La idea de esta jugada es fijar la debilidad de e4 y entonces nos plantearíamos jugar sin Aa6 porque tendremos buen alfil. Nuestra dama alcanzará e5 y, en caso de que nos ofrezcan el cambio de damas, la dejaremos en e5 para que llegue ahí nuestro peón y luego acompañarle con f5. 10. – Líneas secundarias-6.Ae3 Cc6 7.Cxc6 bxc6 8.O-O A

9.h3 The e3-square is now available for the bishop. 9...Rb8 We want to delay White's Be3 one more turn. 10.Rb1 0-0 11.Be3 Nd7 Setting a little trap. Can White take on a7? 12.Bxa7 This move is a mistake. I wouldn't be surprised if some of your opponents go for it.

[12.Qd2 Ne5 Intending ...Bxh3 and ...Nf3+! 13.Be2 Be6 This is already a pawn sacrifice. 14.Bxa7 Rb7 15.Be3 Qa5 Benko Gambit players will recognize this position as practically 'ideal'. 16.Rfd1 16.b3 doesn't prevent 16...Nc4 because the c3-knight is hanging. Nc4 17.Bxc4 Bxc4 18.a3 The most normal move, although it should be more correct to enter the following drawing sequence: 18. Bd4 Bxd4 19.Qxd4 Bxa2 20.Ra1 Rxb2 and White can play 21.Nd5 Rb7 22. Nc3 forcing a draw. There's nothing better than 22...Rb2 . Rfb8 19.Bd4 Bxd4 20.Qxd4 Be6 With huge pressure on the queenside. 16) Sidelines-Sidelines: 6. Bd3 #1]

12...Bxc3 13.bxc3 13.Bxb8 is met by 13...Be5 14.Ba7 c5 and the bishop is trapped. 13...Rxb1 14.Qxb1 c5 We have already set up the jail for the bishop. White can still come to its rescue. 15.Bb5 Qc7 16.Bxd7 Bxd7 17.Qb6 It is even comical to see that the bishop is still trapped. 17...Qxb6 18.Bxb6 Rb8 19.Ba5 f6 And now we will move the king closer slowly. The endgame is almost lost for White. 16) Sidelines-Sidelines: 6.Bd3 #2

[40] Logramos la ventaja de la pareja de alfiles y una posición muy sana. 10. – Líneas secundarias-6.Ae3 Cc6 7.Cxc6 bxc6 8.O-O A

[41] **10.Nd5** b5 Por supuesto. Of course! 11.c3 Intenta limitar la acción del alfil de

g7 ¡pero no les dejaremos!
[11.Bg5 Caballo y alfil blanco coordinan de forma bastante efectiva así que debemos ser precisos. The bishop and knight's coordination is quite effective, so we should play precisely. Ng4 Apartamos el objetivo blanco a la vez que tocamos en b2. We remove White's target CCStartBracketCCthe f6-knightCCEndBracketCC and, at the same time, we hit b2. 12.c3 h6 Expulsar a las piezas del rival de sus mejores casillas suele ser una buena idea. Expelling the opponent's pieces out of their best squares is usually a good idea. 13.Bf4 Si el alfil se va a d2 nuestro juego sería similar. If the bishop goes to d2, our follow-up would be similar. a5 ¿Con idea de romper en b4? ¡Puede! Pero fijaros que quita la casilla al caballo de d5. Maybe our idea is to break with ...b4? Maybe! But notice that that square is taken away from the knight on d5. 14.Nd4 Las blancas prosiguen en su lucha por el centro. White continues fighting for the center. Nxd4 15.cxd4 e6 Molestando al caballo. Harassing the knight. 16.Nc3 Quizá mejor opción es 16.Qxg4 pero tomamos el caballo y después en e4 con buen juego. Maybe a better option would be 16.Qxg4 , but in that case, we would first take on d5 and on e4 next, with good play. b4 17.Ne2 e5 Jugada importante que desequilibra la partida a nuestro favor. El alfil no tiene casilla para instalarse y tomamos completamente la iniciativa. 2. – Contra la Variante del-Contra el Fianchetto 6.g3 Cc6 An important move that unbalances the game in our favor. The bishop has no good squares to go to and we completely take the initiative.]
11...b4 Consecuente. 12.Nd4 La idea blanca, intentando crear un centro potente.
12...Nxd4 13.Nxf6+ Intermedia necesaria para tomar después de peón en d4 y lograr el 'sueño blanco'. 13...exf6 Tomar de alfil también es perfectamente jugable pero esta idea me parece demasiado llamativa como para no recomendarla. 14.cxd4 f5 ¡Adiós centro! 15.exf5 En caso contrario las negras tomarán en e4 obligando al alfil de g2 a abandonar su guarida lo que se aprovecharía inmediatamente con Ah3. 15...Bxf5 16.Be3 Qa5 Seguido de Tfc8 con buen juego. ¡Yo al menos me quedo con negras! 2. – Contra la Variante del-Contra el Fianchetto 6.g3 Cc6

[42] **11.h3** It is logical to develop the dark-squared bishop to e3 without being disturbed, but Black gets the initiative incredibly fast! 11...b5 12.axb5 axb5
13.Nd5 As the astute reader will understand, 13.Be3 b4 14.Nd5 transposes to the main line. I have preferred to highlight this move because it gives White some extra options. 13...b4 14.Be3
[14.Ra2 Intending b3 to calmly develop the pieces. Nd7 15.b3 Nc5 Black's setup is simple: ...e6, ...Bb7, ...Qc7, and play chess! 16.Be3 e6 17.Ndf4 Qc7 Making room for the rook to get to d8. White has no clear plan and we have no weaknesses! Black's position is undoubtedly favorable. 15) Fianchetto Variation (6. g-Fianchetto Variation: 7. Nde2]
14...Nd7 A typical move that improves the knight's position, frees the long diagonal and intends to play ...e6. 15.Nd4 33 players have made this mistake, according

to the database! 15.Ra2 is necessary, transposing after the natural continuation 15...e6 to a line that we will analyze next. 15...Bxd4 And only 18 out of 33 played this move, taking advantage of White's mistake, that wins a piece! 16.Bxd4 e6 17.Ne3 e5 18.Ba7 Rb7 A nice way of trapping the bishop and winning the game. 15) Fianchetto Variation (6.g-Fianchetto Variation: 7. Nde2

[43] **13.Ra3** Retreating the rook with the idea of playing b3 without surprises on the long diagonal. 13...Nd7 Hitting b2. 14.b3 Rb8 We retreat the rook before it's attacked, either with c4 or with the arrival of a knight to c3. The idea is to add flexibility to our moves. 15.c4 Gaining space, but slightly weakening b3. 15...Nc5 Putting pressure immediately on b3. 16.Bg5 Re8 Supporting e7. Black will continue with ...a5 next to solidify the position and, after that, they have ideas like ...Nb4, ...Bg4 or ...h6 to improve the position by expelling the opponent's pieces. 17.Nc1 Intending to remove the c5-knight with Nd3. 17...a5 We continue pushing on the queenside. 18.Nd3 Bg4 Good resource. If 19.f3 we go back again with 19...Bd7 and White's position has been weakened. 19.Qxg4 Nxd3 20.Qe2 Nc5 We continue putting pressure on b3 and, at the same time, we can consider ideas like ...Ne6-d4, with a good position for Black. 15) Fianchetto Variation (6.g-Fianchetto Variation: 7. Nde2

[44] **15.Nd4** A very typical move in this kind of position. 15...Nxd4 16.cxd4 White controls the center, but we have the initiative! 16...h5 There are several good moves in this position, such as 16...Rb4 , 16...Bb7 , 16...Qb6 , or even 16...Bg5 , but I chose 16...h5 because it is the most flexible one and it also encourages White to weaken their position. Note that he has hardly any useful moves in his position, so it's sure that your opponents will spend a lot of time to find a plan! 17.h4 When one does not know very well what to do, one usually tries to stop the apparent plans of the opponent even if it is not clear to them why they are doing so. 17...Bg7 This quiet move aims at threatening ...Qb6 followed by ...Rb4. It is not so advisable to play it immediately because there will be an e5 push around CCStartBracketCCafter playing Be3 against ...Qb6 CCEndBracketCC that would give White some counterplay. 18.Re1 Sorry, I can't think of many useful moves for White here. 18...Rb4 Let's hit the pawn. 19.Ra4 Defending indirectly the d4-pawn. 19...Qb6 More fuel to the fire. 20.Rxb4 20.e5 Bd7 would immediately transpose to the analyzed line. 20...Qxb4 The pressure on d4 forces White to go all-in, unless they want to give up the b2-pawn. 21.e5 Bd7 Preparing ...Rc8. Black's pieces are clearly more active than White's. 15) Fianchetto Variation (6.g-Fianchetto Variation: 7. Nde2

[45] **16.Bxg7** Kxg7 17.Nd4 We should analyze this move because, as we have seen, it is typical in these kinds of positions.
[17.Qd2 Intending to double on the d-file to put pressure on d6. e5 The bishop on

g2 suffers the pain of these moves that leave it without a purpose. Notice that the knight on e2 has no way to get to d5. 18.Rfd1 The normal -but sterile- continuation because taking on d5 will bring more tears than joy. Qb6 Counterattacking b2. 19.b4 19.Qxd6 loses material because the queen is trapped after 19...Rd8 20. Qa3 Ra5! a5 White has managed to remove the weakness on b2, but now we break on the queenside to take the initiative. 20.bxa5 Rxa5 21.Rxa5 Qxa5 White has a very uncomfortable position. We will simply defend the d6-pawn with the rook when needed. ...Be6 will come next together with some knight maneuver to put White in trouble. White has no plan and should stick to a long defense. 15) Fianchetto Variation (6.g-Fianchetto Variation: 7. Nde2]

17...Nxd4 18.Qxd4+ e5 And our reply is also typical! 19.Qd2 Rb3 A precise move to prevent White from removing the weakness on b2 by playing with b4. 20.Bf3 With the idea of expelling the rook with Bd1 intending b4. 20...a5 Preventing White's b4. Although the position is objectively equal, however, we are the ones who have the board under our control. 15) Fianchetto Variation (6.g-Fianchetto Variation: 7. Nde2

[46] Las blancas no pueden retomar en d4 por Axe5 y cae b2 por lo que la posición negra es muy buena. 2. – Contra la Variante del-Contra el Fianchetto 6.g3 Cc6

[47] **9.Bg5** Es un intento agresivo que no pega con la posición. 9...0-0 10.Qd2 Qb6 ¡Las negras golpean primero! 11.0-0-0 Las blancas pueden optar por enrocar en corto pero llegamos a tiempo de comer en b2 y volver rápidamente a b6 con cierta compensación de las blancas por el peón pero nada que nos deba asustar. 11...Be6 Las negras están llegando muy rápido. 12.Kb1 Sería natural reforzando a2 pero 12...Ng4 Es decisiva. 2. – Contra la Variante del-Contra el Fianchetto 6.g3 Cc6

[48] **12.Qb4** Trying to put pressure on the queenside but Black can directly harass White's queen. 12...a5 A typical move against the queen. 13.Qb5 Be6 13...Bd7 should be objectively more principled taking into account that after 14. Qb3 Be6 or CCStartFENCCr2q1rk1/1p1bppbp/1n1P2p1/pQ6/8/2N3P1/ PPP2PBP/R1B1K2R w KQ - 2 14CCEndFENCC 14.Qd3 Bf5 , the game should immediately end in a draw but why not play a bit more? 14.dxe7 Qxe7 15.0-0 Qb4 Not afraid to exchange queens despite being a pawn down. 16.Qxb4 axb4 Black has good compensation for the material as their pieces are pointing towards the queenside. Let's see a sample variation: 17.Nd1 The best move. If 17.Ne2 Black will play the annoying 17...Bc4 . 17...Nd5 18.Bd2 Ra4 Increasing the defense of the b4-pawn. 19.Re1 Rc8 All of Black's pieces dance to the same melody. 20.Be4 f5 21.Bd3 Kf7 Black has the game under control, although it is difficult for them to win if White does not make a serious mistake. All of White's pieces are tied down, so we have great chances. 15) Fianchetto Variation (6.g-Fianchetto Variation: 7. Bg2

[49] **14.Rd1** Logical, hitting d6. 14.Bxb7 is not advisable because after 14...Rb8 15.Bg2 Nc4 , Black will quickly get the pawn back. 14...Nc4 This strong knight not only hits b2 but also defends c4! What a colt! 15.Rb1 An ugly move, but maybe necessary to try to slow down Black's initiative. 15...Rc8 By now you should be familiar with Black's piece configuration. The position is complex and that is why I have decided to go deeper into it. 16.Nd5 The knight is very well placed on d5 but stands in the way of the rook, which is putting pressure on d6. 16...Bf5 The bishop seeks new paths by hitting c2. 17.Be4 The only way to defend c2. 17...Bxe4 18.Qxe4 Re8 Followed by ...Qa5 and Black is fine. 15) Fianchetto Variation (6.g-Fianchetto Variation: 7. Bg2

[50] **16.Bxb7** Rc5 17.a6 White has achieved what they wanted: taking on b7 without being forced to retreat with the bishop to prevent Black's counterplay down the b-file. Black, meanwhile, will take advantage of the important detail that White's light-squared bishop has moved away from the king. 17...d5 Closing the way back! 18.Rd1 h6 Intending to follow with ...g5 and ...f5, with a huge initiative on the kingside in return for only a pawn! 15) Fianchetto Variation (6.g-Fianchetto Variation: 7. Bg2

[51] **10.Bg5** No aporta nada especial a las blancas y más cuando podemos responder como nos gusta: ¡tomando la iniciativa! 10...h6 Cuestionando directamente al alfil blanco. 11.Bd2 Las blancas quieren justificar esta maniobra pensando que h6 puede ser débil pero no les daremos tiempo a probarlo. 11...Ng4 Jugada típica que ataca a la dama blanca mientras busca la casilla e5 para el caballo. 12.Qb4 a5 ¿Os suena de algo? ¡No demos paz a la dama blanca! 13.Qb5 Bd7 Invitando a la dama blanca a entrar en la boca del lobo. 14.Qxb7 La única jugada que justifica el juego blanco ¡pero es un error! Mejor es 14.Qe2 pero tras 14...Rc8 las negras tienen mejor posición. 14...Ne5 Es importante comprender que las negras tienen mucha ventaja en esta posición. El caballo se dirige a c4, la torre ocupará la columna b y el alfil de d7 encontrará la forma de hacer daño en la diagonal f1-a6. 2. – Contra la Variante del-Contra el Fianchetto 6.g3 Cc6

10.h3 Quiere evitar saltos pero la negras aprovecharán para tomar la iniciativa. 10...Be6 En realidad Ad7 también es buena pero esta jugada me gustó un poquito más. Amenaza Cd5 así que hay que mover la dama. 11.Qd1 Qc8 La dama se activa por la columna c a la vez que gana un tiempo tocando en h3. 12.Kh2 b5 Aunque 12...Qc4 también es una buena jugada recomiendo lanzar ya el flanco de dama en busca de la iniciativa. 13.e5 Es un error que posiblemente tentará a muchos de vuestros rivales. 13...dxe5 14.Bxa8 Qxa8 Si las blancas toman en b5 de nuevo se encontrarán con Ac4, ¿pero qué hacer? No hay forma de enfrentarse a la vuelta de la dama a c8 que volverá a tocar en h3 creando debilidades importantes en el flanco de rey del blanco. 15.f3 Intentando crear un muro algo volátil en casillas blancas. 15...b4 Seguimos incordiando al

caballo blanco. 16.Ne2 e4 Y empleamos la técnica habitual. Si queremos atacar las casillas de un color lo habitual es realizar una ruptura en ese color. Al desaparecer el peón de f3 la gran diagonal va a ser una debilidad demasiado importante en el campo blanco. 2. – Contra la Variante del-Contra el Fianchetto 6.g3 Cc6

10.a4 Las blancas intentan ganar espacio en el flanco de dama sin definir aún el resto de las piezas. La idea es inteligente porque el peón de b7 es la mayor debilidad de las negras. White tries to gain space on the queenside without defining the rest of the pieces. The idea is clever because the b7-pawn is Black's biggest weakness. 10...Bd7 La respuesta más flexible. The most flexible reply. 11.a5 Siguiendo con el plan.

[11.Qb4 Logical, trying to take advantage of the fact that b7 is unprotected. b6 Of course, 11...Bc6 would be a very normal move, but I want to show you that Black doesn't suffer at all because we have the b- and c-files available. 12.a5 bxa5 13.Qxa5 Ng4 Opening the long diagonal. This move implies an exchange sacrifice that should be accepted if White still wants to fight for something tangible. 14.Qxd8 Rfxd8 15.e5 Nxe5 16.Bxa8 Rxa8 How to evaluate this position? Black has the bishop pair and a pawn for the exchange. Normally, in an open position, this is enough compensation for an exchange. Besides, in this case, we have to add the weaknesses of the light squares around White's king and the fact that Black's pieces are well coordinated. 17.Nd5 The only move that guarantees equality. White threatens both taking on e7 and the very strong move Nb6 so Black's reply is forced. Bh3 18.f4 Forced. 18.Rd1 would be met by the annoying 18...Bg4 . Bxf1 19.Kxf1 Nc4 19...Nc6 is not possible due to 20.Ra6 and the knight cannot be defended with ...Rc8 due to a little combination that I let you solve by yourself. This course is not only about learning Divis' lines by heart! 20.Nxe7+ Kf8 With a draw in a few moves. 15) Fianchetto Variation (6.g-Fianchetto Variation: 7. Bg2]

11...Ng4 Una jugada en apariencia dudosa porque tras 12.Qb4 Podríamos pensar que las negras tienen problemas pero ¡les regalamos el peón de b7! 12...Rc8 Eternamente agradecido a todo lo que nos enseñan los módulos modernos. Este sacrificio posicional de peón va a hacer que el negro controle la posición.

13.Qxb7 Rc7 Expulsando a la dama de su activa ubicación. 14.Qb4 Bxc3 ¡Los módulos no tienen complejos! 15.bxc3 a6 Disculpa querido lector por no haber explicado lo que estaba pasando a este momento ¡pero quería que tuviéramos la posición delante para explayarme! Las negras acaban de ceder el alfil sagrado del Dragón y acto seguido ¡realizan un tranquilo avance de peón! La idea de las negras es fijar la estructura de las blancas en casillas negras, especialmente importante es mantener la gran diagonal cerrada. Con a6 se logran dos objetivos: primero que el peón de a siga avanzando y nos fije el peón en a7 donde iba a ser una debilidad atacable fácilmente por el alfil desde e3, y segundo apoya la llegada del alfil a b5 donde hace mucho daño. La dama negra se situará en c8, obviamente presionando en c3, pero que también puede

coordinar con el alfil para entrar en h3, especialmente si el peoncito avanza para molestar al caballo. Disfruta siempre de estas posiciones, juega con las piezas, no cambies torres y si tienes que hacer una ruptura, que esté bien justificada; porque en caso contrario la pareja de alfiles podría llegarse a notar. Cuando ganes la partida, recomienda este curso a un amigo y después escríbeme a divisC chess24.com que me alegrará saber que has disfrutado. 2. – Contra la Variante del-Contra el Fianchetto 6.g3 Cc6

10.Qd1 Es una retirada demasiado modesta. ¡Además la dama blanca no se libra de ser molestada por las piezas negras! 10...Bg4 11.Qd2 11.f3 no es una opción agradable para las blancas. Las negras jugarían 11...Qb6+ antes de retirar el alfil con muy buena posición. 11...Rc8 12.h3 Bd7 Una mejora sobre la retirada aparentemente normal a e6. La idea es que el alfil en d7 apoya b5 mientras que en e6 no va a estar tan activo tras la jugada Cd5 del blanco. 13.Nd5 b5 14.c3 Rc4 Y las negras de nuevo logran la iniciativa. 2. – Contra la Variante del-Contra el Fianchetto 6.g3 Cc6

10.Qb4 Es la idea original de la variante intentando justificar el paseo de la dama blanca presionando en b7. Vladimir Kramnik ya refutó esta idea en 1998 ante Michael Adams. The original idea of this line. White is trying to justify the queen's trip with the fact that it puts pressure on b7. Vladimir Kramnik has already refuted this idea in a game against Michael Adams in 1998. 10...a5 ¡No hay paz para la dama blanca! No peace for White's lady! 11.Qb5 Es el intento moderno intentando evitar el acoso de las piezas negras.

[11.Qb3 Be6 Invitando al blanco a capturar el peón que querían presionar. Encouraging White to take the pawn that the queen was putting pressure on. 12.Qxb7 *(12.Nd5* Mejorando el caballo antes de tomar en b7. Improving the knight's position before capturing on b7. *a4* Seguimos ganando tiempos sobre la dama blanca. We keep gaining time on the white queen. *13.Qxb7* 13.Qa3 es aceptar que las negras han ganado la batalla de la apertura. Varias jugadas dan una buena posición pero os recomiendo 13...Bxd5 14.exd5 Nd7 o 13...b5 . 13. Qa3 , White has to accept that Black has won the opening battle. Several moves give a good position but I recommend 13...Bxd5 14.exd5 Nd7 or 13...b5 . *Nxd5* Es importante recordar la secuencia porque aunque el negro tiene muy buena posición, cualquier imprecisión puede hacer que las blancas vuelvan a la partida. It is important to remember this sequence because although Black has a very good position, any inaccuracy can bring White back into the game. *14.exd5 Bf5 15.Bg5* Las blancas intentan contragolpear en e7. 15.c3 no era posible por a3 dinamitando el flanco de dama. White tries to counterattack on e7. 15.c3 was not possible because of 15...a3 , blowing up the queenside. *Qb8* ¡Qué bueno era Kramnik! Simplificar hace la tarea sencilla para las negras. How good Kramnik was! Simplifying makes the task easier for Black. *16.Qxb8 Rfxb8 17.Bxe7 Rxb2* Con serios problemas para las blancas ya que el flanco de dama está muy débil y el peón de a va a ganar mucho protagonismo. 2. – Contra la Variante del-Contra el Fianchetto 6.g3 Cc6 With serious problems for White since the queenside is

very weak and the a-pawn is going to thrive. *)* 12...Nd7 El caballo se dirige a c5 mientras libera la diagonal para que el alfil de g7 lo pase en grande. The knight heads towards c5 while freeing the long diagonal at the same time. The g7-bishop will have a great time! 13.Qb5 Huir dicen que es de cobardes pero en ciertas posiciones ¡yo diría que es de sensatos! They say that running is for cowards but, in certain positions, I would say that running is a wise thing to do! Rb8 14.Qe2 Bxc3 Este tema te empieza a sonar, ¿verdad? This theme starts to be familiar to you, right? 15.bxc3 Qc7 Amenazando c3. Threatening c3. 16.Qe3 Defendiéndolo. Defending the c3-pawn. Rfc8 ¡Insistimos! We insist on attacking it! 17.Bd2 Ne5 Entrando tanto en c4 con el caballo como en b2 con la torre. La posición blanca solo admite adjetivos sinónimos a catastrófica para ser descrita. 2. – Contra la Variante del-Contra el Fianchetto 6.g3 Cc6 Invading both c4 with the knight and b2 with the rook. White's position can only be described as catastrophic or the like.]

11...Nd7 11...Be6 es una buena alternativa pero no me resisto a mostraros esta idea que recomienda Stockfish 12 y dejará en shock a vuestros rivales. 12.Rd1 Jugada natural, mejorando la torre. 12.Nd5 se responde siempre con 12...e6 seguido de b6-Aa6. 12...Bxc3 ¡Sacrilegio! Cedemos el alfil de casillas negras para acelerar la partida. 13.bxc3 a4 Con idea de pasar la torre por la cuarta o de Da5. El caballo irá a e5 y evitará que las blancas logren crear problemas en la gran diagonal. Al no existir ataque, las debilidades blancas van a ser las que más pesen en la partida. 2. – Contra la Variante del-Contra el Fianchetto 6.g3 Cc6

[52] **11.Nd5** e6 The less White's knight is on d5, the better! 12.Nf4 Ne5 13.Qe2 Bd7 14.Rd1 Qc7 15.c3 a5 . 12.Ne3 The most natural square for the knight, from where it controls g4 and can jump to c4. 12...Nc5 Black is going to be just in time to hit on e4 before White hits on d6. Doesn't it seem difficult at this point? 13.Qd2 b6 The bishop goes quickly to the long diagonal to hit on e4. 14.Rd1 Bb7 15.f3 If 15.Qxd6 , we will trade queens and we take on e4 with the bishop, with a comfortable position. 15...Qe8 The d6-pawn is going to fall, so... let's prepare our counterplay! 16.Qxd6 f5 Breaking in the center. 17.exf5 exf5 Black has so much compensation that our position is already preferable. The threat is ...f4, so White's next move is practically forced. 18.f4 Rf6 Winning an important tempo on the queen. 19.Qd2 The queen's position on d2 seems ugly but there were no better squares! 19...Re6 All the pieces except the a8-rook are already ready for the action - what a comparison with White's pieces! With precise play, White will be able to maintain the balance, but it's going to be hard for them to do so! 15) Fianchetto Variation (6.g-Fianchetto Variation: 7. Bg2

[53] **12.Qe2** Bg4 Provocando f3 que limita al alfil de g2. 13.f3 Bd7 Las negras tienen buena posición pero es importante saber que deben buscar jugar rápidamente con b5 en vez de buscar actividad en la columna c. 14.Bf2 Con idea de Cd5 y poder retirar el caballo a e3 en caso de e6. 14...Nc6

Bonita jugada de profilaxis que impide Cd5 al estar b2 tocado. 2. – Contra la Variante del-Contra el Fianchetto 6.g3 Cc6

54 **16.Bxb6** Nc4 The black pieces are harmoniously coordinated. Las piezas negras coordinan con armonía. 17.Be3 Rab8 Finally, the b2-pawn will fall. 15) Fianchetto Variation (6.g-Fianchetto Variation: 7. Bg2 Y finalmente el peón de b2 va a caer.

55 **6...Bg7** Black fianchettos his bishop, a logical choice. 6...Ng4?? tries to pick off White's DSB. Fortunately for us, 7.Bb5+ wins material, as 7...Bd7 8.Qxg4 wins a piece due to the pin. 6...a6 tries to dispense with ...Bg7; 7.f3 b5 8. Qd2 Bb7 9.a4 - once again - b4 10.Na2 e5 11.Nb3 d5 12.Bg5 Nbd7 13. exd5 Bxd5 14.O-O-O Qb6 15.Kb1 with an advantage. My other Dragondorf game from 2019 went 6...a6 !? CCStartBracketCCthe Accelerated DragondorfCCEndBracketCC 7.f3 b5 8.Qd2 Bb7 9.a4 b4 10.Na2 e5 11. Nb3 and now instead of the necessary 11...d5 Covered here, my opponent played 11...a5 ? 12.c3 bxc3 13.Nxc3 Nc6 14.Bb5 Bg7 15.Nd5 +- and I went on to win; FD CCStartBracketCC2205CCEndBracketCC - VS CCStartBracketCC1661CCEndBracketCC, Ottawa 2019. The idea of the Dragon is to develop the bishop to the long diagonal, while also keeping the central pawn structure e7-d6 intact. Interestingly, this often means that, besides going for an attack on the queenside, Black is also often happy to enter an endgame, as his pawn structure is excellent and there is not much White can offer in return for our pressure along the semi-open c-file. White, on the other hand, will try to trade off the pride of our position CCStartBracketCCthe g7-bishopCCEndBracketCC with Qd2 and Bh6 CCStartBracketCCor Bd4 in some casesCCEndBracketCC and use the g6-pawn as a target for an attack on the kingside with h4-h5. 7.f3 The idea behind this move is to prevent Ng4 in the future, which would allow black to trade off White's useful e3-bishop. With the Black King now having the f8 square to scurry to after Bb5+, ...Ng4 should really be prevented now. Controlling g4 to prevent knight jumps there and, besides, aiming to play for the g4-push ourselves. I like the line 7.Be2 O-O 8. Qd2 Nc6 9.O-O-O which is kind of 'Yugoslav-adjacent', but having played Be2 instead of f3 creates some slight differences. The main plus is that ...d5 isn't so strong here, because in one of the forcing lines it benefits White to have his f-pawn still on f2, keeping the Bishop on e3 covered. On the other hand... 9...Ng4 is still possible. 10.Bxg4 Bxg4 11.f3 Bd7 The problem with these positions tends to be that after Black plays ... Ne5, because White lacks a Light Squared Bishop, his options amount to allowing an annoying ...Nc4, or playing the weakening move b3. I have seriously considered this line for my repertoire, but I'm not sure I'm that big of a fan of playing this position for White. That being said, Dangerous Weapons: the Sicilian has some interesting information about this line., 7...a6 Let us begin our investigation by looking at a couple of relatively

new ideas, where Black attempts to keep some flexibility in his position. Castling is delayed in favour of 'confusing' moves which at first sight seem either slow or downright odd! They are certainly designed to take the routine attacker out of his cosy comfort zone and into unchartered territory. I am all for this type of play, as long as it doesn't involve too much risk. Botvinnik and Reshevsky both used 7... a6, but we must carefully examine my early suggestions in Game 7 to see if 7... a6 is fully playable. However, in chess you have to make a practical choice to win the game and my opinion is that if you sense that your opponent is ready to churn out the theory, then 7...a6 may well be an excellent choice. It sidesteps theory and is playable on an occasional basis, while we'll see Dragon guru Chris Ward using it in Game 8, but do keep one of the main lines as your core repertoire. Black doesn't have to follow up 7...a6 This is going to be our introduction to a series of lines we're going to look at, collectively known as the 'Dragondorf', although people tend to disagree about the spelling. As the name implies, Black is mixing the Dragon set-up with the trademark Najdorf move ...a7-a6. He often sets up, rather than with ...Nc6 and ...Bd7, with ...b5, ...Nbd7 and ... Bb7. The Dragondorf. Black aims to play ...b5 gaining counterplay on the queenside. Normally ...b5 plans in the Dragon are played without ...a6 as ...a6 is usually too slow, White's kingside attack is likely to strike first. This would likely be true here if Black had castled, but here Black delays castling in order to try to generate queenside counterplay (if White tries opening the h-file, Black's king might not be there) . White can still fight for the initiative, he should adapt to White's king being in the center.

[7...Nc6 What if Black plays ...Nc6 (controlling the e5 square to impede e4-e5) before castling with the intent of following up with ...d5 ? 8.Qd2 0-0 8...Bd7?! is inaccurate, as the queen does not put pressure anymore along the d-file. Therefore, it is not necessary to to be so aware of the d5-break and, for that reason, we can skip the move Ac4. 9.g4 O-O 10.O-O-O . 8...d5? 9.Bb5! Bd7 10.Nxd5 . And now we landed in the main tabia of the Dragon Yugoslav Attack. Here, White has to choose between the old main line with 9.Bc4 and the more modern approach with 9.O-O-O allowing d5, which, as it turns out, doesn't immediately solve all the opening problems. *(8...h5* We saw a similar idea in the Dragondorf - Black plays ...h5 very early to stop White from playing g4 next turn. Once again, the problem is that ...h5 looks out of place frequently if Black wants to castle short, and White has alternative ways of generating play. *9.0-0-0*
I was tempted to suggest either Be2 and 0-0 or Bc4 and 0-0, as in the analogous Dragongdorf line, but it seems that Black's ...Nc6 and ...Bd7 setup is better suited for meeting this than ...a6, ...Nbd7, etc.. White should still have a small advantage, but castling long is more ambitious, and also should give White a larger edge. *Bd7 10.Be2* This move will make sense in a second. *Rc8 11.h3* White is planning on pushing through g4 anyways! Note that White has to first go Be2 before playing g4, as otherwise, he would lose a pawn due to the pin along the h-file. *h4* Black stops g4, and is perhaps creating a square for his Knight; ...Nh5-g3. *12.Rhe1*

Therefore, White switches to central play, where h3 comes in handy to prevent ... Ng4. White can follow up with f4, aiming for an eventual e5. 4. Sicilian Dragon-Dragon 13*; 8...d5* 8...0-0 is stronger. *9.Bb5* White wins a pawn as ...Bd7 hangs the d5 pawn. Conclusion: ...d5 is unsound in the Dragon before Black plays ...Nc6 and ...O-O. Sicilian (1...c5): Theory-Dragon: Punishing a premature*; 8...Bd7* Early ...Bd7s when White has yet to commit to Bc4 tend to be a bit dubious, as we'll discuss further along. I'll explain it in more detail when it comes up later, but all you have to know for now is that it impedes Black's ability to play ...d5, which means that White feels no need to play Bc4 to stop that possibility, which means his attack is somewhat quicker. *9.g4* Normally, after 8...0-0, if White tries to go 9. g4 instead of castling, Black will play 9...Be6!, with decent chances. However, with the Bishop committed to d7, this isn't really something to worry about, so let's start our attack (and rule out a preventative ...h5) before even committing our King! *Rc8 10.h4 h5* Otherwise, similar to in the Dragondorf, h5 is really just too strong. *11.g5 Nh7 12.f4* Black has set up differently on the Queenside than in the Dragondorf, but apart from that, the situations are quite similar. White intends to castle and play f5 in some order, and Black's Queenside play hasn't particularly started, his King isn't so safe, and he has a bad Knight on h7. 4. Sicilian Dragon-Dragon 12 *)*

A) 9.0-0-0 This is one of two main moves in this position. White's alternative is the 9. Bc4, which leads to an extremely sharp position. However, if Black is well-prepared, he will have excellent chances. The move 9. O-O-O is currently considered to be the more accurate approach. White seems to get a safe edge. 9.Bc4 This line is good, and would enable you to play 5.Nc3 against the Accelerated Dragon if you wanted. The main downside is it's got a whole bunch of theory attached to it, almost certainly moreso than the 9.0-0-0 line. On the plus side, in some sense White's plans are easier to understand, as you get to carry out the usual Kingside hack more cleanly, as the disruptive move ...d5 is not currently possible. Sources for this line are Logozar's Chessable repertoire, as well as Negi's 1.e4 series for Quality Chess. 9.g4 I've also considered this line, but I couldn't find an advantage for White after 9...Be6 CCStartBracketCCregardless of whether White tries the old move 10.O-O-O or the modern 10.Nxe6. I'm not aware of any White repertoire that recommends this line, so your best bet is general Dragon books, such as Chess Developments: the Dragon by Vigorito, or Understanding the Sicilian by Golubev, which has a rather large Dragon section.CCEndBracketCC

A1) 9...Nxd4 10.Bxd4 Be6 Here's another try for Black which has been around for a long, long time. By exchanging on d4, Black prepares ...Be6 and he will then play ...Qc7-a5, followed by ...Rfc8, ...Rab8 and maybe ...b5 which is a great attacking plan if it comes off. These days this position has been extensively analysed and even almost played out, but the verdict is not looking good for Black. He obtains a cheerless game with a draw the best that he can do. I notice that a lot of books and websites have gone very quiet

about 9 0-0-0. The Dragon is an opening with an enormous, emotional fan club and to disappoint those members would be almost a crime. However, I'm afraid that Black is suffering here as Games 22 and 23 will prove. 9 0-0-0: Black Plays 9...Nxd4-In Game Format This used to be considered respectable, but is close to dying out, as it seems that White's attack is just faster. He does however, have to conduct his attack accurately, with the right balance of aggression and safety. Starting on this very move, in fact. 11.Kb1 I can't stress enough the importance of this move. This prophylactic idea stops ...Qa5 for the time being, and basically makes Black lose a tempo by first playing ... Qc7, and later playing ...Qa5.

A1a) 11...Qc7 Black has to stop his Queen on c7 first, play ...Rfc8 CCStartBracketCCwhich frees f8 for the KingCCEndBracketCC, and only then play ...Qa5. This loss of a tempo sort of explains, at least in part, why this variation isn't supposed to be very good. 12.h4 Rfc8 13.h5 Qa5 13...Nxh5? is bad because of 14.Bxg7 Kxg7 15.g4 Nf6 16.Qh6+ Kg8 17.e5 dxe5 18.g5 Nh5 19.Rxh5 gxh5 20.Bd3. Once again, moving the Queen again was Black's idea, but if White takes some care on the Queenside, he really close to winning. *(13...Nxh5* If you have experience in the Dragon, or even in the Open Sicilian in general, you probably know that this move is basically asking to get mated in the next ten moves. Nonetheless, for the benefit of those of you that might not be so familiar, let me show you one way White can use the newly open h-file to his immense benefit. *14.Bxg7 Kxg7* 14...Nxg7 15.Qh6 wins. *15.g4 Nf6 16.Qh6+ Kg8* and now what? Well, White can win in a number of ways, but this looks like the cleanest CCStartBracketCCmy computer's evaluation is at +9 and climbingCCEndBracketCC. *17.e5* The b1-h7 diagonal will become important in a second. *dxe5 18.g5 Nh5 19.Rxh5* Open the h-file, sac, sac, mate. *gxh5 20.Bd3* That was the point of our seventeeth move. White is winning. I've just spotted the 'Let's check' window in ChessBase, which shows evaluations that other people's computers have come to about the same position. The top listing, by Stockfish 10 at depth 33, says +62.03. So there you go. 4. Sicilian Dragon-Dragon 18 *)* 14.hxg6 hxg6 14...fxg6 should also be met by 15.a3 , securing the Queenside before continuing to attack on the Kingside. *(14...fxg6* This is the other recapture. It avoids leaving he h-file completely open, but also presents a pawn as a potential target on h7. It does, however, allow for the possibility of ...Bf7, covering the g6 point. *15.a3* As in the other line, White wants to discourage ...Rxc3. *Rab8 16.g4* 16.Bd3 is playable, but less meaningful when Black gets to cover the g6 point with ...Bf7. *b5 17.Qg5* Once again. *Qc7* Preparing ...b4, otherwise Black is pretty much just trying to defend his Kingside, which seems like a thankless task. White's best move here is the same as in the line before... *18.e5 dxe5 19.Bxe5 Qc5 20.Bxf6 exf6 21.Rd8+* A nice trick, and White wins. 21...Rxd8 22.Qxc5

and 21...Kf7 22.Qxc5 Rxc5 23.Rxb8 win material. 4. Sicilian Dragon-Dragon 23 *)* 15.a3 Black's idea was ...Rxc3 and ... Qxa2, so let's take a move out to stop that. Rab8 Playing for ...b5-b4, trying to make use of the a3 hook to rip open White's Queenside. 16.Bd3 A calm developing move, which just gives White a huge advantage. If given time, White may just double on the h-file and give mate. ...b5-b4 might look scary, but White is ready with an answer to that. A calm developing move, which just gives White a huge advantage. ...b5-b4 might look scary, but White is ready with an answer to that. b5 17.Qg5 This is quite important to remember. The point is, firstly, the b-pawn is pinned, meaning Black's Queen will have to move once again in order to advance it. Also, the Queen is generally closer to Black's King - it may be useful to add an extra attacker to the g6 pawn, or it might switch over the h-file to try to give mate. 2. Quickstarter Guide-Dragon with 9...Nxd4 d5 CCStartBracketCCBlack is trying to confuse the issue. White has several good moves, including 18.e5 and 18.exd5, as well as:CCEndBracketCC 18.Nxd5 Bxd5 19.exd5 b4 20.Bxg6 This sac once again! fxg6 21.Qxg6 bxa3 This gets mated. Instead, the relatively best defense is probably 21...Qa4 , intending to sacrifice a Rook on c2 to get Queens off the board. 22.Rh7 and it's mate! a2+ 23.Ka1 Nxh7 24.Qxg7# 4. Sicilian Dragon-Dragon 20;

A1b) 11...Qa5 12.Nd5 This is the key point - the Queen on a5 is hanging, and the e7 pawn is hanging with check. Presumably Black would feel a little silly retreating his Queen to d8, but... Qxd2 This isn't check! That's CCStartBracketCCone ofCCEndBracketCC the pointCCStartBracketCCsCCEndBracketCC of 11.Kb1. 13.Nxe7+ Note that if Black's Rook weren't on f8, he could play ...Kf8, and after White recaptures the Queen, take the Knight. This is why Black first has to play ... Qc7, then play ...Rfc8 to clear the f8 square, and only then is he safe to play ...Qa5. Kh8 14.Rxd2 Rfe8 15.Bxf6 Bxf6 16.Nd5 4. Sicilian Dragon-Dragon 17;

A2) 9...Bd7 This move is tricky, but almost certainly dubious. Like I mentioned, White can save some time by leaving his Bishop on f1, meaning his Kingside attack tends to land first. He does have to watch out for certain tricks by Black, however. 10.g4 The right way to start the attack, as White has enough time for both g4 and h4.10.h4 h5 is less clear. Rc8 11.h4 h5 Maybe this is safer than the other main move, 11...Ne5. Black recognizes that in a straight up race, White's attack will land first. He therefore, logically, tries to slow up his opponent's attack. It isn't especially effective though. *(11...Ne5 12.Be2 Qa5* 13.h5 is totally possible here, but I'm going to suggest making one more prophylactic move first. *13.Kb1* A very common move in all sorts of Sicilians - White removes his King from h6-c1, and covers the a2 pawn. If Black doesn't do something drastic, White is now all set for h4-h5, and a potentially just crushing Kingside attack. *Rxc3 14.Qxc3 Qxc3 15.bxc3 Rc8*

16.Kb2 White's Queenside structure doesn't look pretty, but White's King does an okay job of holding it together for the time being. I don't think this is the best possible version of one of these exchange sacrifice Dragon endgames for Black. 4. Sicilian Dragon-Dragon 16 *)* 12.gxh5 We've seen White meeting ...h5 with g5 before, but with Black's King already on the Kingside, it arguably makes a bit more sense to open the g-file this time. Nxh5 13.Rg1 f4-f5 is now White's attacking plan. Ne5 Interesting moment here actually - 14.f4 can be met with 14...Ng4 , with some semblance of a blockade. Meanwhile, the nonchalant move 14.Kb1 can be met with 14... Rxc3 , a decent looking exchange sacrifice, due to the point 15.Qxc3 Nxf3. Therefore, I'll suggest a prophylactic move: 14.Be2 Covering f3. Be2 is actually a recurring theme in this line. Black can now go ...Nc4, arguing that White has lost a tempo, but he's still actually saved a tempo compared to Bc4-b3xc4. Nc4 15.Bxc4 Rxc4 16.Kb1 Not 16.f4 Nxf4. b5 17.b3 Rc8 18.Nd5 White is better - he has consolidated against Black's various tricks, and f4-f5 is now very much in the air. 4. Sicilian Dragon-Dragon 14;

A3) 9...d5 This is the main line. Black takes advantage of the fact that White did not control the d5-square with Bc4 on the last move. Now White can continue with a relatively forcing set of trades. Modern theory considers this to be pretty much Black's only good move, and therefore, we will spend by far the most time on it. I am going to recommend a relatively new treatment, but still fairly well established by this point, which leads to complicated play, and I think, positions that White should be happy to play.

A3a) 10.Kb1 A slightly mysterious move, but such prophylaxis often has a place in the Dragon. Here's one of the main points: A slightly mysterious move, but such prophylaxis often has a place in the Dragon. Here's one of the main points: 10...dxe4?? 11.Nxc6! Qxd2 - not check - 12.Nxe7+ is an intermezzo that wins a piece.

A3a1) 10...Nxd4 This is Black's main move, and has pretty much been his main move ever since the birth of this variation. It makes a lot of sense - if White takes back on d4, Black takes on e4, with a great position. White's idea isn't to take back on d4, though. 11.e5 This is White's point. Not for the first time in this 10.Kb1 line, you just kind of have to trust me (and decades of practical experience, not to mention the computer) , when I say that this works out okay for White. Nf5 This is Black's best move, putting the Knight on a secure square, and planning to take the Bishop on e3. *(11...Nxf3 12.gxf3 Nh5 13.Nxd5 Be6 14.f4 Bxd5 15.Qxd5 Qxd5 16.Rxd5 Bh6 17.Be2 Bxf4 18.Bc5 e6 19.Rd7 Rfd8 20.Rxb7 Rd5 21.Rxa7 Rxa7 22.Bxa7 Rxe5 23.Bf3* A lot of pawms have disappeared over the last few moves. We've reached an extremely unclear ending, where both sides have a lot of passed pawns. White's two Bishops should certainly help, and of course, he has three connected passed pawns on the Queenside. White is quite

a bit better according to the computer, but obviously it's massively unclear in practice. 4. Sicilian Dragon-Dragon 38*; 11...Nd7* Black is trying to take on e5 while White is recapturing his piece, but he doesn't get to keep his extra pawn, and just ends up worse. *12.Bxd4 Nxe5 13.Qe3* Attacking the Knight, and unveiling the Rook on d1. When Black moves the Knight, White takes on g7 and takes on d5. *Nc6 14.Bxg7 Kxg7 15.Nxd5* White is somewhat better - more active pieces, and still attacking chances on the Kingside with h4-h5, as so often in the Dragon. 4. Sicilian Dragon-Dragon 35 *)* 12.exf6

A3a11) 12...exf6 This is the key line. This is the one where White really needs to know his stuff. The main branch is deep, but not altogether narrow. It's basically about 14 more moves of half-forced stuff, with only a few deviations from either side, leading a truly unusual situation, which I think would be fascinating to play in a game. 13.Bc5 CCStartBracketCCThe second of many exclams. People have tried 13.Nxd5, but White should only be willling to give up his DSB for a Rook, bare minimum. The Knight on f5 won't cut it. Note that taking on d5 does not threaten Nf6+ in this line, as Black has taken with the pawn rather than the Bishop; both ... Qxf6 and ...Bxf6 just win a piece if White tries that trick.CCEndBracketCC d4 Black gives up the exchange, but in return gets to take White's DSB, gains a tempo on the Knight, and will stick his own Knight on the wonderful e3 square. Black gives up the exchange, but in return gets to take White's DSB, gains a tempo on the Knight, and will stick his own Knight on the wonderful e3 square. 13...Re8?! 14.Nxd5 is just better for White. *(13...Re8* Again, in this line deviations are mostly bad, with a few exceptions. This move is way too nonchalant. *14.Nxd5* White is much better, as ...exf6 just looks ugly on general grounds, and can only really be justified by entering concrete tactics. Note that White only takes on d5 after he has saved his DSB. 4. Sicilian Dragon-Dragon 45 *)* 14.Bxf8 Qxf8 15.Nb5 This seems like the most logical Knight move, hitting the d4 pawn. Ne3 15...Be6!? is a decent alternative. I think White can get a slight advantage by returning the material with 16.Bd3 Ne3 17.Nxd4 Nxd1 18.Nxe6 fxe6 19.Rxd1. *(15...Be6* This move is not so bad, but isn't really incisive enough to fight for clear equality. *16.Bd3* This is the simple way to go. I figured we had enough theory to learn in the main line already. 17.Nc7 is the ambitious alternative, which should also be better for White, although Black retains definite compensation for the exchange. *Ne3 17.Nxd4* A very frequent theme in this line is not letting the Knight stand on e3. Given that we've already won an exchange, it often makes a lot of sense to give it back to eliminate that Knight. Here, White grabs the key d4 pawn, and the resulting position gives White some edge, due

to his better structure. *Nxd1 18.Nxe6 fxe6 19.Rxd1* It's not much, but it's clear. Black's Kingside is clearly more vulnerable than any aspect of White's position, and it doesn't seem easy for Black to secure his Kingside pawns, while also avoiding making his Bishop into a bad piece CCStartBracketCCi.e. ...e5CCEndBracketCC. 4. Sicilian Dragon-Dragon 46 *)* 16.Re1 CCStartBracketCCPeople also play 17.Rc1 here, but I like this move better. It becomes clear soon enough that the Rook is quite well placed on e1.CCEndBracketCC People also play 17.Rc1 here, but I like this move better. It becomes clear soon enough that the Rook is quite well placed on e1.

A3a111) 16...f5 Only move. Black needs to get ready to secure his Knight with ...f4, while also activating his Bishop. On most other moves, White just takes on d4, with a large advantage. Only move. Black needs to get ready to secure his Knight with ...f4, while also activating his Bishop. On most other moves, White just takes on d4, with a large advantage. 16...Bh6?! is not so good, but quite tricky. White should play 17.f4!. Please check the main chapter for further details. 17.f4 Stopping ...f4, and threatening once again to take on d4. Qc5 Only move. Black defends his pawn. In fact, Black threatens ...Nxf1 and ...Qxb5, and is much better here if White doesn't play the right move here. 18.c3 Key. Undermining the d4/Ne3 construction and more or less forcing Black into this next sequence. Nxf1 19.Re8+ Bf8 20.Qxd4 Play is extremely complicated from here. Essentially, White wants to play Qd8, and pin Black's pieces to the first rank, while Black tries to create enough counterplay to escape. If there's one line in this whole course you should probably train the entirety of before venturing in a serious game, it's probably this whole line with 12...exf6.

A3a1111) 20...Qxb5 21.Qd8 The situation is similar to before. Black has three CCStartBracketCC!CCEndBracketCC pieces for a Rook, but is completely tied up on the back rank. Black basically has two options: give up his Queen for the Rook on e8 at some stage, or defend f8 with some fancy Queen swings. Qxe8 The nuclear option. *(21...Nd2+* Check! Clearly let's not take this Knight, as then e8 would hang and we can resign. *22.Kc2* CCStartBracketCCThe best move, it seems. Why? On 22. Kc1, Black could play 22...Qc5, because if 23.b4, there's 23...Qxc3+, which isn't the case when our King is on c2. CCEndBracketCC *Qa4+ 23.Kxd2 Qxf4+ 24.Kd1* Best. Why? You kind of just have to believe me. Also, you'll see why in a second. *Qh6* Covering f8. *25.Rhe1* Threatening Rxf8+ followed by Re8. Black absolutely has to find this next move or else he loses on the spot. *f4* CCStartBracketCCAbsolutely the only

move, and the only reason why Black can even think about entering this position. Now, 26.Rxf8+?? can be met by 26...Qxf8 27.Re8 and 27.. .Bg4+. Now, it's White's turn to find an absolutely only move, but, given Black's threat, it's very possible to find it by process of elimination.CCEndBracketCC *26.R1e2* Blocking. *b5* A natural attempt to free Black's Queenside; ...Bb7 is the idea. I'm told Gawain Jones gives 26...b6 , which should be quite similar. *27.Qd5* Cutting across Black's ideas. *Rb8 28.Qc5* Once again, we have a massively unclear position. Black has made some progress towards freeing himself, in the sense that White no longer has two pieces lined up on the eighth rank, but still has a ways to go, as both Bishops remain pinned. 4. Sicilian Dragon-Dragon 53 *)* 22.Qxe8 It's still incredibly hard for Black's pieces to become active. Nd2+ 23.Kc2 Ne4 24.Rd1 Nf6 25.Qd8 This looks like a wonderfully complex position to play in practice. Black has enough material for the Queen, three pieces, but has to spend some time actually bringing all of them out. Computer opinion tends to vary about this position, but they do agree that it's either dead equal, or White's better. 4. Sicilian Dragon-Dragon 50;

A3a1112) 20...Qxd4 21.cxd4 Nd2+ 22.Ka1 I give this an exclam because it's terribly unnatural-looking at first. The idea is very simple, though, the Rook on h1 wants to use the c-file. Black has two Bishops for a Rook, which is ordinarily a significnt material advantage. However, given that his Knight is the only piece that's not currently pinned up on the back rank, it's going to be a bit hard to make use of his extra material. Ne4 23.Rc1 a6 If White's Knight retreats to a3, then Black has ...Nd6. Therefore... 24.Nc7 Rb8 25.d5 White is better according to Vigorito. The majority of Black's pieces are completely frozen for the time being, and White is introducing his d-pawn into the picture. 4. Sicilian Dragon-Dragon 48;

A3a112) 16...Bh6 CCStartBracketCCNot so good, but tricky. Something like 17. Qxd4 Bf5 actually turns out quite okay for Black, so White has to come up with something clever.CCEndBracketCC 17.f4 CCStartBracketCCor 17.Bd3, but the text seems stronger. CCEndBracketCC Bxf4 18.Qxd4 With tempo, and removing the pawn that essentially holds Black's position together. Nxc2 19.Kxc2 Bf5+ 20.Kb3 You kind of just have to trust the computer here that White is better, but obviously please be careful if you ever happen to reach this position. Black doesn't have enough play for his Rook objectively, but it is scary looking! 4. Sicilian Dragon-Dragon 47;

A3a12) 12...Bxf6 This is almost definitely not Black's best move.12... exf6 is a stronger move objectively. The text, however, leads to a famous endgame, and in the early days of this variation, was considered the remedy to it. Black is planning to sacrifice his Queen for a Rook and a Bishop. 13.Nxd5 Qxd5 14.Qxd5 Nxe3 15.Qd3 Nxd1 16.Qxd1 Well, here it is. This is a well known endgame, where Black, objectively, is worse. A Rook and a Bishop, strictly speaking, in 'point scale' terms, is not enough material for a Queen. However, it is often considered that the Bishop pair is worth half a pawn as well. This factor gives Black a decent amount of counterplay, or, at least, makes it hard to White to break through. As in so many Dragon lines, White is better objectively, but it's not easy to play in practice. His main ideas include Bb5-a4-b3, to neutralize a Bishop that may land on e6, as well as an eventual advance on the Kingside, involving g4, h4, and h5, and/or f4-f5. In the long-term, he may combine this with an attempt to utilize his Queenside majority. Be6 This is Black's main move. Black's Bishops are a pretty sight, but White gets to start challenging them now. *(16...Bf5* This is the second most common Bishop development. *17.Bc4* Normally, White is trying to swap off Light Squared Bishops in this line, to remove Black's Bishop pair and so forth. However, 17.Bd3?! here would be careless because of 17... Rfd8 , splitting White's pawns. 17.g4 is also a good move, however. White's Bishop often goes to the a2-g8 diagonal. Normally it has to go via the path b5 to a4 to b3, but here he gets to the diagonal first. *b5 18.Bb3 a5* Black starts advancing on the Queenside with tempo. *19.g4* White, for his part, also advances with tempo, on the opposite side of the board. *Rfd8 20.Qe2 Bd7 21.Bd5 Rab8 22.h4* White is objectively much better here. He's got extra material, the Bishop on d7 isn't working so well at the moment, and he still has the makings of an attack on the Kingside. I think one of White's main objectives in this line is to keep Black's Light Squared Bishop off b1-h7 and a2-g8 (its most effective diagonal) , g2-g4 to kick the Bishop back, and cycling the Bishop to the relevant a2-g8 diagonal to challenge the Bishop if it parks itself on e6. 4. Sicilian Dragon-Dragon 41 *)* 17.Bb5 Exclam for the idea. The route is Bb5-a4-b3, challenging the opposing LSB. I'm not sure, strictly speaking, that you can say its clearly better than the other moves available to White, but I definitely think it's the most annoying to meet. Exclam for the idea. The route is Bb5-a4-b3, challenging the opposing LSB. I'm not sure, strictly speaking, that you can say its clearly better than the other moves available to White, but I definitely think it's the most annoying to meet, at very least. a6 On the one hand, this prepares Black's advance on the Queenside, starting with ...b5. On the other, it pushes White's

Bishop toward where it wants to go. *(17...Rfd8* On general grounds, as natural as this move may look, I'm not sure it's so good. One of White's main ideas in this line is to swap off a set of Rooks, which makes his task a little earlier, because Black doesn't get to co-ordinate both of his Rooks to play something like ...Rd2 after doubling on the d-file. *18.Qe2 Rd4 19.Rd1 Rad8 20.Rxd4 Rxd4 21.c3* White is better. Getting rid of the a6 Bishop remains an idea, as well as pushing pawns on either side of the board. Once again, getting a pair of Rooks off the board makes White's task of making progress somewhat earlier. 4. Sicilian Dragon-Dragon 42 *)* 18.Ba4 b5 This is a reasonably popular move, and it scores fairly well. It is sensible for sure - Black gains space on the Queenside with tempo. On the other hand, Black is pushing White's Bishop towards where it wants to go, and also potentially overextending his Queenside, creating a target for White's attack. 18...Rfd8 I think may be a more solid way for Black to go; 19.Qe2 ...Rd4 20.Bb3 ...Bxb3 21.axb3 ... Rad8 22.g3 See here for that line. *(18...Rfd8 19.Qe2 Rd4* This move is better founded here than before, because it gains a tempo on the Bishop on a4. Therefore, while White is attending to that, Black gets to double on the d-file. On the other hand, White does indeed get to swap off LSBs in the following line: *20.Bb3 Bxb3 21.axb3 Rad8 22.g3* It's complicated, but White is better. His last move intends to gain space and restrict Black a bit with f4. Black has doubled on the d-file, which gives him quite a bit of control over the position, but White has also achieved one of his main aims in this variation, and Black no longer has the Bishop pair. It's likely to be a long fight for White to try to win, but Black doesn't have all that much in the way of active counterplay anymore, and is mostly playing to halt his opponent's progress. Either way, White has a Queen, and, all else being equal, I like having a Queen. 4. Sicilian Dragon-Dragon 44 *)* 19.Bb3 Bxb3 20.axb3 a5 21.Ka2 Here's where we left off in the repertoire. a4 I kind of wonder whether Black should maybe not be playing this, as not only does it allow White to pretty much lock up the Queenside, but he also gets the opportunity to later play c4, with chances to create a passed pawn. 22.b4 Rfc8 23.Ka3 Slightly unusual to blockade with your King, but it's quite safe here, and allowing ...a3 would make life slightly more difficult for White. 23.Re1 ...a3 24.bxa3 24.b3 ...e6 24...Rc3 Rd8 24.Qe2 Rd5 25.Rd1 Rad8 26.Rxd5 Swapping off a set of Rooks tends to benefit White in this line, and in this material imbalance in general. White's King will stand safer, and Black will be unable to execute any ideas he may have had of co-ordinating his Rooks. Rxd5 27.f4 This is a beginning of a standard plan, where White tries to open a second front on the

Kingside. This makes a lot of sense in general, but here I wonder if it wouldn't be more direct to just go for a passed b-pawn. The conditions seem relatively ideal for it, and White does end up going for this plan later. I suppose, given that this was a blitz game, White wanted to prod for a bit before committing himself to a clash on the Queenside. 27.c4 !? ...bxc4 28.Kxa4 +- h5 28.g3 White first plays g3, and only then h3 followed by g4. Normally you see this strategic concept mirrored, i.e. in the King's Indian when White is playing for b4 CCStartBracketCCb3, a3 and b4CCEndBracketCC. It becomes relevant here though, as an immediate h3 would likely be met by ...h4, halting the Kingside advance. 28.c4 is still playable here, and at various points over the next number of moves. e6 29.h3 Kg7 30.c3 Kg8 31.Qe4 Kg7 32.Qe3 White is able to take his time, as Black doesn't have much counterplay. Kg8 33.Qb6 Kg7 34.Qc6 Rd1 35.Ka2 Rd5 36.g4 hxg4 37.hxg4 Kf8 38.Kb1 Kg7 39.Kc2 Kg8 40.c4 Finally! bxc4 41.b5 a3 41...Rd3 42.Qxc4 42.bxa3 c3 43.b6 Rd2+ 44.Kc1 Rb2 45.b7 Bd4 46.Qc8+ Kh7 47.b8Q Be3+ 48.Kd1 c2+ 49.Qxc2 Rxb8 50.f5 exf5 51.Qh2+ 7. Annotated Games-Lu,S;

A3a2) 10...dxe4 11.Nxc6 Qxd2 Not with check! 12.Nxe7+ With check! Kh8 13.Rxd2 White wins a piece. 4. Sicilian Dragon-Dragon 24;

A3a3) 10...Rb8 A somewhat mysterious move in reply! Black is essentially preparing for/ dissuading a capture on c6, by preparing for the opening of the b-file. Therefore, Nxc6 is not particularly in White's plans in this variation. The best way for White to play seems equally bizarre, but you're kind of just going to have to trust me here. A somewhat mysterious move in reply! Black is essentially preparing for/ dissuading a capture on c6, by preparing for the opening of the b-file. Therefore, Nxc6 is not particularly in White's plans in this variation. The best way for White to play seems equally bizarre, but you're kind of just going to have to trust me here. 10...dxe4 11.Nxc6 Qxd2 Not with check! 12.Nxe7+ Kh8 13.Rxd2 White wins a piece. 11.Ndb5 a6 12.Na7 No, really. The point is that, as best I understand it, White is trying to pressure the d5 pawn, and flinging the Knight over to a7 causes just enough confusion to inconvenience Black while he's trying to sort out his position. Note that the Knight is unlikely to get trapped on a7 - it has two captures, and it's unlikely that Black is going to be able to remove both his Bishop from c8 and Knight from c6 without his centre collapsing. No, really. The point is that, as best I understand it, White is trying to pressure the d5 pawn, and flinging the Knight over the a7 causes just enough confusing to inconvenience Black while he's trying to sort out his position. Note that the Knight is unlikely to get trapped on a7 - it has two captures, and it's unlikely that Black is going to be able to remove both his Bishop from c8 and Knight from c6 without his centre

collapsing. e6 13.Qf2 Part of the point of sending the Knight to a7 is to dodge the attack with ...e5. If our Knight were still on d4, our Queen would need to remain on d2, so that ...e5 could be met with Nxc6, ... bxc6, followed by grabbing on d5. Now that ...e5 is out of the picture, our Queen is free to go to f2. The d-file is now clear for the Rook on d1 to oppose the Black Queen, and ideas of Bb6 have also been introduced. Bb6, and Bc5 is the Queen goes to, say, d6, makes sure that Black never really has a spare moment to completely consolidate. 2. Quickstarter Guide-Dragon with 10...Rb8 12 Part of the point of sending the Knight to a7 is to dodge the attack with ...e5. If our Knight were still on d4, our Queen would need to remain on d2, so that ...e5 could be met with Nxc6, ... bxc6, followed by grabbing on d5. Now that ...e5 is out of the picture, our Queen is free to go to f2. The d-file is now clear for the Rook on d1 to oppose the Black Queen, and ideas of Bb6 have also been introduced.

A3a31) 13...Re8 14.Bc4 Qc7 This is a better way to unpin the pawn, but now White is happier to play exd5, as Black hasn't doubled major pieces on the e-file. *(14...Ne7* Covering the d5 pawn, and moving out of the way of the a7 Knight, so to prepare ...b5. *15.Bb3* Everybody prophylactically retreats the Bishop here, although as far as I can see there's nothing really wrong with 15.Bb6 either. *b5 16.exd5 Nfxd5 17.Nxd5 exd5 18.Nxc8 Rxc8 19.c3* White is a bit better, again with two Bishops and chances to pressure Black's isolated pawn, although he should be careful about Black's potential Queenside play (Bd4 at some point to swap off the Dragon Bishop seems likely) . 4. Sicilian Dragon-Dragon 33 *)* 15.Bb6 Qe5 16.exd5 exd5 17.Nxc8 Rbxc8 18.Bb3 White is a bit better. He has two Bishops and potential pressure against d5, although, given this is a Dragon and given that White is castled on the Queenside and Black has a Bishop on g7, the second player always has chances for counterplay. 4. Sicilian Dragon-Dragon 32;

A3a32) 13...Bd7 14.Bb6 Qe8 15.Bc5 Ne7 16.Bd6 Qd8 17.Qc5 Taking on b8 is not so good, as Black's position is freed somewhat (he's no longer weak on the dark squares) , and White might lose his Knight on a7 at some stage. Instead the text move keeps Black quite tied up. 4. Sicilian Dragon-Dragon 29;

A3a33) 13...Ne7 Black decides to block the diagonal, while moving his Knight out of the range of the one on a7. This does create a bit of a weird impression, however. 14.Bb6 Qd6 This move is available to Black now that he's blocked the a3-f8 diagonal. 15.Bc5 Qc7 16.e5 Black can't take because of the Knight that would hang on e7. Ne8 17.Re1 Black can hardly move anything at the moment, so at some stage, he'll probably have to play ...f6, which would give him some

activity, but also make his position a bit looser. 4. Sicilian Dragon-Dragon 30;

A3b) 10.exd5 This is the old main line, and I've played it in a tournament game. 10.Qe1 is a good move, I don't doubt. It's recommended by Shaw ĊĊStartBracketĊĊPlaying 1.e4ĊĊEndBracketĊĊ, Illingworth ĊĊStartBracketĊĊDismantling the SicilianĊĊEndBracketĊĊ, Amanov and Kavutskiy ĊĊStartBracketĊĊModernized: the Open SicilianĊĊEndBracketĊĊ and Bologan ĊĊStartBracketĊĊBeating the Sicilian DVDsĊĊEndBracketĊĊ. I'm going to level with you, the reason why I didn't suggest this line is: 10...e5 11.Nxc6 bxc6 12.exd5 Nxd5 I just don't understand these types of positions. As strategically favourable for White as they may be, I just play these positions horribly. On top of that, it's already received a lot of coverage in a lot of places, as mentioned. 10...Nxd5 11.Nxc6 *(11.Nxd5 Qxd5 12.Nxc6 Qxc6 13.Bh6 Bxh6 14.Qxh6 Be6 15.Kb1 Qa4 16.a3 Rac8 17.Bd3 Rfd8 18.Be4 Qc4 19.Kc1 Qa2 20.c3* With his last move my opponent stopped the mate in 1 threat on a1, but disaster is imminent anyway. With my huge piece majority around the enemy king, I was looking for a forcing line to finish the game off. Can you find the mate? *Rxc3+* Destroying the defense instantly. Note that the initial move is a 'double' forcing move as it is a check and a capture! *21.bxc3 Qxa3+* The most accurate. *22.Kb1* 22.Kc2 Bb3+ 23. Kb1 transposes into the main line. *Ba2+* Checks all the way. The mate motif is a bit unusual, but it is quite calculable, due to the straight, forcing line. *23.Kc2 Qb3+ 24.Kc1 Qxc3+* The last subtlety, forcing the opponent's bishop to c2 where it blocks a flight square from the king. *25.Bc2 Qa3#* Finishing with a lovely checkmate. Remember that even if you don't see the solution instantly, you must trust your instinct in such positions! 4 attackers vs. 1 defender must break through! 2a. CCTV – 'Checks,C-David Kelkrman vs. Judit Polg,N *)* 11...bxc6 12.Bd4 Here Black has a variety of options. 12.Nxd5 cxd5 13.Qxd5 Qc7 14.Qc5 Qb7 is known to be fine for Black nowadays. Bxd4 This move is becoming more and more popular, but Black will have to hold a slightly worse endgame. 12...e5 is way out of fashion, but leads to the same pawn structure that I struggle with. 13.Bc5 Be6 14.Ne4 White is better, but, again, I struggle with these types of positions, to be honest. *(12...e5 13.Bc5 Be6* The main move. Black develops the bishop and offers the exchange. *14.Ne4* Improving the knight and preparing to play c4 at the right moment. White should definitely avoid 14.Bxf8? which gives Black tremendous attacking possibilities after 14...Qxf8 , followed by Rb8, e4 or Bh6, etc. *Rb8 15.Bc4* Useful attacking and defensive move. We should ignore rook on f8. *Re8* Black doesn't have anything better than improving his rook. *16.g4 a5 17.h4* Finally, we are pushing pawns. *Nf4 18.Qc3* It is hard to say what does Black wants. The biggest problem for him in this line is that

his dark-squared bishop is passive while white dark-squared bishop is doing excellent job. 23) 2...d6 - Dragon with 9.O--Dragon 9.O-O-O 12...e5 13...B *)* 13.Qxd4 Now Black has a few different options. Qb6 14.Na4 This is an important move to remember. This should allow White to push for a little something, but I think these days Dragon players are pretty familiar with how to defend these types of positions. Golubev recommended this line for White in Experts vs. the Sicilian. Qa5 15.b3 White does not have to worry as much about weakening the dark-squares around his king because Black no longer possesses his dark-squared bishop. Dragon Variation: Yugoslav At-Yugoslav Attack Modern Line:;

B) 9.Bc4 This move is important because it controls d5. In addition, the bishop can serve as a defensive piece once we bring it to b3. This is the old main line and a system you are likely to encounter a lot as a Dragon player. In this course, I propose a relatively rare system that sidesteps the old theory which unfortunately is filled with all sorts of unsatisfying conclusions for Black CCStartBracketCCwhich is why the Dragon hasn't been that popular at the highest level for a while alreadyCCEndBracketCC. Still, given that there is so much heritage and theory, and even though I do recommend sidestepping it, I feel obliged to give you the full overview first. Bd7 The main line. Black continues their development and makes room for the rook to get to c8. The traditional main move, developing the bishop and intending Rc8. *(9...Nxd4* My mainrecommendation. It will be thoroughly examined in the course. *)* 10.0-0-0 In this case we finish our development before taking further action. Now Black can play in many different ways, but our plan is usually very similar: we will attack by means of a pawn storm on the kingside and, as a defensive resource, we will put our king on b1.

B1) 10...Rb8 Black gets ready to push ...b5 in better conditions. The so-called Chinese Dragon was briefly popular. Black's rook is well positioned to support the b-pawn after Na5 and b5. As the smoke cleared and the engines got stronger, it seems that this system is also quite dubious, but it definitely deserves some investigation. 11.Kb1 First things first, let's secure our king a little and prepare to accept Black's possible gift. *(11.Bb3 Na5* And next, Black goes for b5 followed by Nc4 or Nxb3, but 12.Bh6!? trading our Dragon bishop sort of takes the sting out of it. 1. Yugoslav Attack - 9. Bc4 O-Yugoslav Attack - 9.Bc4 Over *)* 11...b5 The riskiest move. It seems scary at first glance, but it really seems that with a little care the defense is simple. 12.Ndxb5 Ne5 13.Be2 Qa5 The most human -and played- move. 14.Nd4 The knight on b3 will be a defending hero and the fact that the knight is on d4 stops tactical motifs on the long dark-squared diagonal. Rfc8 15.Nb3 Qc7 16.Ba6 Nc4 16...Re8 17.Bd4 followed by Qe2 completely freezing the queenside. 17.Bxc4 Qxc4 18.Bxa7 Another pawn! Without the pawns it is impossible to move our knights from their posts and therefore to attack. Ra8 19.Bd4 The bishop from d4 nullifies the g7-one -the only really dangerous Black's

piece-. The rest of Black's pieces do not have access to our king, we seek to exchange pieces after preparing the e5-push. 12) Classical Dragon-5...g6 6. Be3,7;

B2) 10...Qb8 There can only be one black idea after 10...Qb8: he wishes to launch a queenside pawn storm without further delay. Unlike after 10...Qa5, as we will see, here the black queen stays out of the way of White's minor pieces and doesn't block the a-pawn. Stein, Gufeld and Velimirovic all played 10...Qb8 with success and we begin in Game 30 with a celebration of what is an excellent idea. 10...Qb8 is still useful as a one-off surprise, but that's about it these days as 11 Nd5 gives White the advantage as Game 31 demonstrates. Black Plays 10...Qb8-in Game Format;

C) 9.g4 This is a refinement on 9 0-0-0 and sees White try to get all the advantages of that line with none of the disadvantages. Importantly, White cuts out 9 0-0-0 d5 but how significant a gain is this? Former World Champion Anatoly Karpov won some model games around 20 years ago, but now we know that Black is fine although he has to be fairly precise. Despite Karpov's excellent results, the fangs of 9 g4 have all but been drawn as Kasparov demonstrates in Game 24. In Games 25 and 26 White tries to do without Kb1 and to plough ahead on the kingside, but Plaskett is unable to copy Karpov's example. Should Black for some reason wish to avoid the drawish lines which we see in Anand-Kasparov, then he can try 9...Bxg4!? (Diagram 40); an unclear piece sacrifice and the subject of Game 27. The Positional 9 g4-in Game Format]

[7...0-0 8.Bc4 Nc6 9.Bb3 This is very clever because if we now naively play the same way as we do in the position with Qd2 instead of Bc4 and go 9...Nxd4 10. Bxd4 Be6 , White can make use of the flexibility of not having gone Qd2 and can play 11.Qe2 or 11.Qd3 both of which are better squares than d2 as they control b5. Instead, 9...Bd7 would be the main move, leading to a major tabia that would have whole new variations for us to work through and digest, just so that we could cover this move order. Fortunately for us, there is a clever way to get to our lines after all, but the trick is not to take on d4 just yet, but to start with 9...Qa5! . Qa5 The exclamation mark is for cleverness. Objectively, 9...Bd7 is also a good move. 10.Qe2 This is simply not an option. Nxe4 And White loses material. 11.Nxc6 Bxc3+ Black is winning. 11. Move orders & Accelerated-1.e4 c5 2.Nf3 d6 #1]

8.Qd2 with 8...Nbd7, but the White, for his part, continues with standard Yugoslav Attack moves. 8.Bc4 is also playable but is risker because ...b5 comes with tempo. 8...h5 of Game 9, in which Black scrambles a draw against lower-rated opposition, doesn't convince, and ...a6 and ...h5 seems like an time-consuming and uneasy mix. Game 10 sees Black delay ...a6 and instead prefer 7...Nc6 8 Qd2 h5!?, which has similar risks to 7...a6 and indeed the whole 'new Dragon' appears to involve Black in quite a lot of provocation and risk-taking. The Dragondorf-in Game Format

[8...Nbd7 8...b5 9.a4 is a good idea; a common theme throughout Sicilians - if Black plays ...b5 before White has committed to castling Queenside, White can

often try to attack Black's Queenside structure. 8...h5 stops g4 , but 9.Be2 followed by castling short makes ...h5 seem a bit out of place. 9.g4
This is probably the most accurate for two reasons. Firstly, 9.O-O-O allows 9... h5!? , which is quite interesting now that White can't switch plans with 0-0. Secondly, and to a point which I've mentioned briefly before, ...Nbd7 is often a cue for g2-g4 to be played. b5 *(9...Ne5* 9...b5 is the move people usually play here. I think my opponent told me after the game that he had mixed up his move order. This is covered here *10.g5 Nh5 11.Be2* This is just a misappraisal of the position. There's no need to go Be2 before f4, as ...Ng4 does not need to be prevented. 11.O-O-O followed by f4 is pretty nice for White. *b5 12.a4*
I guess this was my idea by delaying castling. Yes, a4 tends to be a good response to an early ...b5 when White has yet to castle Queenside. However, in saying this, it's at least partially predicated on the Kingside still being a safe place for White's King, which it clearly isn't here. This isn't a horrible move or anything, but one way to set yourself up to get in trouble in the Dragondorf CCStartBracketCCand in pretty much any openingCCEndBracketCC is to make pawn advances on both sides of the board. *Nc4 13.Bxc4 bxc4 14.Nd5*
I think around this point I thought I had a great position, and I was going to invade on c6 and/or b6. I won't say I couldn't have been more wrong, but I was pretty wrong. 14.Qe2 I had considered this, but I was a bit worried about spending two tempi with my Queen to grab a pawn with my King still in the middle. I was correct in the sense that Black does indeed get good compensation, but I really should've gone for this regardless. One surprising option for Black that the computer suggests is 14...Be6 !? 15.Nxe6 fxe6 16.Qxc4 Qc8 17.Qxc8+ Rxc8 =∞ *Bb7*
Even the slightly gross-looking 14...e6 !? is good, and ...d5 may even be a follow up at some point. Once again, it's hard to see how White's King will ever be completely safe. *15.a5 Bxd5 16.exd5* Here, I thought I was just going to stick my Knight on c6, play Bd4 or Bb6, maybe pick up the c4 pawn at some point, and have a nice advantage. This isn't really the case at all, and in fact it's White who's struggling, which again. isn't too surprising given his King and the general looseness of his position as well. *Qd7 17.Qe2* It's too late for this. *0-0*
Giving this pawn to gain time and get open lines on the Queenside is fine, but defending the c-pawn may be even stronger. 17...Rc8 ! and if 18.Nc6 then 18... e6 ∓ *18.Qxc4 Rfc8 19.Qd3* Now it's less clear, although White still can't really feel entirely comfortable. *Qb7* 19...Rcb8 19...Bxd4 !? 20.Bxd4 Nf4 followed by ...Qf5 highlights White's various weaknesses. *20.Nc6* White finally gets to plant his Knight on c6. *Rxc6* Maybe objectively not best, but this was hard to meet practically. 20...e6 21.c4 Qxb2 22.Rc1 Qg2 23.Qf1 Qb2 = *21.dxc6 Qxc6 22.c3* I was pretty happy to give some material back to consolidate. 22.Qb3 !? with the point that 22...Qxf3 ? is bad because of 22...Bxb2 !? 23.Qxb2 Qxf3 24. Kd2 Nf4 22...d5 23.O-O-O ± 23.Rf1 Qe4 24.Qxf7+ 22.O-O-O I think I wanted to play this, but I kept running into problems on b2, so it felt like I should be blunting the Bishop on g7. *Qxf3 23.Rf1 Qg2* 23...Nf4 !? 24.Rxf3 Nxd3+ 25.

Ke2 Nxb2 ∞ 23...Qg4 is the better Queen move, keeping castling off the table for the time being. 24.Qe2 Qe6 ∞ *24.0-0-0* This is what I had foreseen, and White does indeed consolidate nicely. *Rb8 25.Rf2 Qc6 26.Qd5 Qxd5 27.Rxd5* White should be better here, but these things are normally pretty tricky, or at least I find them to be. *Be5 28.Kc2 e6 29.Rd3 Ng7 30.b4 Nf5 31.Kb3 d5 32.Bb6 Rc8 33.b5 axb5 34.a6 Nd6 35.Ra2* 35.a7 +- *Nc4 36.Bg1 Bd6 37.a7 Ra8 38.Rd1 Kf8 39.Kc2 Ke8 40.Kd3 Kd7 41.Rb1 Kc6 42.Ra6+ Kb7 43.Ra2 Kc6 44.Ra6+* White is still better here, but somehow over the board ĊĊStartBracketĊĊpossibly in time pressure, I forgetĊĊEndBracketĊĊ, I thought that I risked being worse if I avoided the repitition. This isn't really true, but I guess I was scared off by Black's big pawn mass. 7. Annotated Games-FD (2218) - BA (1839) Hamilto *)* 10.0-0-0 As I learned in one of my games, combining g4 with a4, while possible, can also be rather dangerous, as your King doesn't have a fully safe place to live. In fact, I was kind of lucky to survive in the game where I tried that. Therefore, probably you should just castle. Yeah, it castles into an attack to some extent, but White's Kingside play is objectively stronger. Bb7 11.h4 White has a good position - if Black allows h4-h5, he risks being pushed off the board, while 11...h5 12.g5 Nh7 13.f4 isn't ideal either . 2. Quickstarter Guide-Dragondorf h5 Black tries to slow up White's Kingside play. I think this might be preferable to allowing h5, but it's still rather dangerous for Black. 12.g5 Nh7 This Knight might re-appear someday, via f8 for example, but for the time being at least, this certainly seems like a horrible square. 13.f4 It looks like Black may have succeeded in locking up the Kingside, but not only does he have a terrible Knight on h7, but f4-f5 is coming regardless, and White should still have a strong attack. 4. Sicilian Dragon-Dragon 10]

[8...0-0 9.Bc4 This is a Yugoslav attack where White is faster than normal due to the wasted tempo ...a6. Sicilian (1...c5): Theory-Dragondorf: 6...Bg7 7.f3 a6]

6...a6 This is going to be our introduction to a series of lines we're going to look at, collectively known as the "Dragondorf", although people tend to disagree about the spelling. As the name implies, Black is mixing the Dragon set-up with the trademark Najdorf move ...a7-a6. He often sets up, rather than with ...Nc6 and ...Bd7, with ...b5, ...Nbd7 and ...Bb7. The present form is an Accelerated version of the Dragondorf, where Black attempt to even dispense with the move ...Bg7. Black delays ...Bg7 in order to avoid being forced to castle or take on h6 after White takes on h6. This is the Accelerated Dragondorf. 7.f3 White, for his part, can proceed with the standard Yugoslav Attack ideas, at least for the time being. Black is way behind in development. If he commits to delaying ...Bg7 and ...O-O, White should just develop rapidly and pawn storm the kingside (Najdorf: English attack style) . 7...b5 There's nothing particularly wrong with 7...Bg7 , but then I wonder why you bothered starting with ...a6 before ...Bg7. Then play transposes into the Dragondorf proper.

[7...Nbd7 If Black plays ...b5 before White castles kingside, White could consider (apart from normal attacking or developing moves) opening the queenside with the

common idea a4 ...b4 Na2 (or Nd5) ...a5 c3. 8.Qd2 b5 If Black keeps making waiting moves then he will have a major development disadvantage, White could castle queenside and pawn storm (g4-g5) Black's kingside (with or without Bc4) . 9.a4 White is better. If Black takes on a4 then he damages his pawn structure and helps White open the position. If Black plays ...b4 then he still has to open the position after 10.Na2 a5 11.c3. Sicilian (1...c5): Theory-Dragondorf: 6...a6]

8.Qd2 Bb7 9.a4 This is an excellent move. If you read Volume 1, particularly the chapter on the Kan Sicilian, you know that, if White hasn't castled long, the b5 pawn can often end up being a target for White play on the Queenside. The same concept applies here - in fact, Black's Queenside turns out to be very vulnerable. 9.g4 is a more bloodthirsty alternative, with 9.0-0-0 is maybe not so accurate due to 9...h5!?. 9...bxa4 This is a very compliant move, which I don't think most people would play.

[9...b4 10.Na2 Probably the best square for the Knight, attacking the b4 pawn. The problem with simply defending that pawn with ...a6-a5 is that it leaves the b5 square quite weak, and after an eventual c2-c3, White will likely have excellent play on the Queenside. Therefore, Black generally tries to justify his early activity by starting a fight in the centre. e5 Okay, this is normally a horribly anti-positional move in the Dragon, because it blocks the h8-a1 diagonal, and weakens d6 and d5. However, here, Black has a specific idea in mind, which is that he's going to play ... d5 immediately after. 11.Nb3 d5 12.Bg5 Good move - taking on d5 straight away probably gives Black a little bit too much freedom for his pieces, so White indirectly pressures the centre by pinning the f6 Knight, while also assuring that ... d4 doesn't come with tempo. Nbd7 13.exd5 This makes a bit more sense now than it did on the previous turn, as ...Nxd5, the most natural recapture, is no longer available. Bxd5 14.0-0-0 Normally a4 and 0-0-0 don't mix well, for obvious reasons, but here White's King is actually quite safe, and, for instance, ...Bxb3, cxb3 followed by Kb1 would actually make it even safer. The important thing is to create some pressure on the d-file, and then try to exploit the fact that Black has yet to castle. Qb6 15.Kb1 This line is given by Illingworth. White is significantly better, as despite the somewhat attractive appearance of Black's position at first glance, all of his pieces are kind of tied together by a very loose thread, his King is still in the middle, and there are potential targets on b4, e5, and the Dark Squares around the Kingside if Black decides not to go ...Bg7 (whereas if he does, it's not impossible that b4 might just hang) . 4. Sicilian Dragon-Dragon 4]

10.Nxa4 White is just better - he can develop with Bc4/e2 and castle short, and then play against Black's isolated a-pawn. There are also some nice squares on the Queenside for White's Knights, depending on how Black sets up, e.g. Nb3-a5 and/or Nb6. 4. Sicilian Dragon-Dragon 3

[56] **8.Bc4** 0-0 9.0-0 Nos permite igualar con mucha comodidad.

[9.Bb3 Evitando los temas con Cxe4. Na5 Manteniendo a tiro el alfil de b3 y principalmente apartando el caballo para poder jugar b6-Ab7 y presionar en e4.

10.0-0 b6 11.Qd3 Sobreprotegiendo e4, ¡que hace falta! Bb7 12.Rfe1 Rc8 13.Bg5 Me parece que es una mezcla de ideas que no suma tanto pues la dama en d3 y la torre en e1 están realizando la misma función. h6 14.Bh4 Nh5 Amenazando Axd4 seguido de e5. 15.Nce2 Evita la amenaza a la vez que controla f4. Qd7 A continuación preparemos la ruptura centra con e6-d5. 9. – Contra 6.Ae3 y 7.h3-Contra 6.Ae3 y 7.h3 ... 9.Ab3]

9...Nxe4 10.Bxf7+ Esta es la jugada en la que confiaba el blanco hasta que el gran Alexei Shirov mostró dio a conocer la respuesta correcta gracias a una muy buen victoria ante Adams en 1991. 10...Kxf7 La clave es que necesitamos que la dama negra quede defendida por la torre para poder jugar e5 en la variante principal sin tener que recibir golpes tácticos. 11.Nxc6 No aporta mucho.

[11.Nxe4 Nxd4 12.Bxd4 e5 La clave de la captura en f7 con rey es que ahora las blancas no pueden jugar Ac5. 13.Bc3 El alfil no va a aportar en esta diagonal tanto como le gustarí-a. d5 14.Ng3 Kg8 Esconder al rey antes de tomar acciones es tan prudente como recomendable. 15.Re1 d4 16.Bd2 Be6 Buscando la casilla d5 para el alfil y b6 para la dama. 9. – Contra 6.Ae3 y 7.h3-Contra 6.Ae3 y 7.h3 ... 9.O-O]

11...bxc6 12.Nxe4 d5 13.Nc5 Bxb2 Con peón de más e insuficiente compensación para el blanco. 9. – Contra 6.Ae3 y 7.h3-Contra 6.Ae3 y 7.h3 ... 9.O-O

[57] **9.0-0-0** d5 Respondemos de la forma clásica y ya conocida... si podemos romper en d5 ¡rompemos! 10.exd5 Nxd5 11.Nxc6 bxc6 12.Nxd5 La idea que prácticamente siempre juegan las blancas. 12...cxd5 13.Qxd5 Qc7 Jugada tí-pica retirando la dama y permitiendo comer en a8. 14.Qxa8 Bf5 15.Qxf8+ Kxf8 16.Bd3 Be6 17.a3 h5 Jugada temática para seguir con Rg8 y olvidarnos los problemas en la última. 9. – Contra 6.Ae3 y 7.h3-Contra 6.Ae3 y 7.h3 ... 9.O-O

[58] **11.0-0-0**

[59] **16.c3** Evitando c3. 16...f5 Reaccionamos ya en el flanco de rey, seguido de e5 y f4 con suficiente contrajuego. 9. – Contra 6.Ae3 y 7.h3-Contra 6.Ae3 y 7.h3 ... 9.Ac4

[60] **9.Nb3** Be6 10.0-0

[10.Qd2 Permite la ruptura central. d5 11.exd5 Nxd5 12.Nxd5 Qxd5 13.0-0-0 Qxd2+ 14.Rxd2 Rc8 Aún tenemos que afinar un poco para igualar del todo. 15.Nc5 Parece realmente buena ¡pero tenemos una respuesta muy valiente! *(15.Bb5 Bb4* Fina jugada para evitar Axc6 y Ca5 que sería la continuación contra a6. *16.c3 a6 17.Bd3* 17.Bxc6 Rxc6 no nos creaba ningún problema. *Be7* Nuestra idea es jugar b5-b4 o, si las blancas juegan Rb1, enrocar y Tfd8. 6. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3 *)* 15...Bxc5 16.Bxc5 Bxa2 Podemos capturar este peón porque 17.b3 no es posible por 17...Bxb3 seguido

de Cd4. 17.Rhd1 Be6 Y con peón de más, aunque no nos podamos enrocar fácilmente, todo está en orden. Pronto jugaremos f6 o f5 para Rf7. 6. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3]

10...h4 Me gusta esta forma de jugar para luchar desde ya por la casilla f4. Hay que señalar que 10...d5 no es posible porque tras cambiar en d5 las blancas jugarán De1 creándonos algunos problemas. 11.Qd2 Ignora nuestras amenazas, ¡así que sigamos jugando dinámico! 11...h3 12.g4 12.g3 es bastante similar. 12...d5 Ahora o nunca porque hay que romper antes de que llegue la torre blanca a d1. 13.exd5 Nxd5 14.Nxd5 Qxd5 15.Qxd5 Bxd5 16.Rad1 0-0-0 Con igualdad. 6. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3

[61] **10.Bc4** De esta forma las blancas tratan de evitar el desarrollo normal del alfil de c8. 10...Be7 11.Qd2 Be6 Tampoco parece que hayan evitado tanto, ¿verdad? 12.Bxe6 fxe6 Stockfish nos indica que las blancas tienen mucha ventaja en esta posición pero, ¿cuál es la razón? No está claro. Nosotros controlamos el centro y las debilidades de nuestra estructura de peones no son nada fáciles de aprovechar. Lc0 lo ve más humanamente y valora esta posición como cercana a la igualdad. 13.0-0 d5 14.Na4 h4 Dejando la casilla h5 al caballo para después plantearnos si buscar jugar con O-O y ocupar c4 o incluso Ag5 si el blanco lo permite. 6. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3

[62] **14.exd5** Nxd5 15.Bxe7 Qxe7 16.fxe5 Las blancas ganan un peón pero, de nuevo, tendremos buena compensación porque nuestras torres serán más activas que las suyas, ¡y además el peón de e5 es bastante débil! 16...Rfd8 Tanto con idea de continuar, tranquilamente, con Tab8 como con la idea más concreta de cambiar en c3 para seguir con Dg5+. 6. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3

[63] **16.Qxd8** Bxd8 17.Bxd8 Raxd8 18.Rxd8 Rxd8 19.Rd1 However, you should remember the next move. 19...Re8 Intending to play ...Bg4, grabbing the e5-pawn soon. At the same time, we push our passed pawn up the board! 4) Dragon's Wing: The Tame 8.-The Tame 8.Be2: 9.Nxc6 #3

[64] **12.h3** Tanto con idea de g4 como de f4 al quitar la casilla g4 a nuestras piezas. Intentando buscar g4. 12...Qc7 Me gusta esta jugada aprovechando que tenemos algo de tiempo para preparar el contrajuego. Os presentaré esta original forma de jugar donde la dama en c4 coordinará muy bien con el resto de nuestras piezas. 13.g4 Por supuesto, la otra idea de h3. 13...Nc4 14.Bxc4 Qxc4 Vamos a mostrar el gran dinamismo que puede crear la dama en esta posición. 15.Kb1

[15.g5 Nh7 El caballo está, por supuesto, mal situado en h7 pero mostraremos

las diferentes forma de activarlo y profundizaremos en las maniobras defensivas adecuadas ante la inminente avalancha central del blanco. Guía Rápida-DragÃ³n Dicharachero 7.h5 #]

15...Bc6 Dejando la casilla d7 al caballo. 16.Nde2 Nd7 17.Bd4 El plan habitual de las blancas para cambiar alfiles. 17...Be5 Si quieren cambiarnos el alfil ¡que sea mejorando nuestro caballo! 7. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3

[65] **16.Nde2** Leaving the d4-square for the bishop while preparing the Nf4-d5 maneuver. 16...Kf8 Slightly improving the king's position. 17.Bd4 b5 Time to stop the subtle improvements and go for the attack. 18.b3 Rxd4 19.Nxd4 b4 20.Nce2 Rc5 20...a5 was also possible but this option is more dynamic. White can take the pawn but must be careful with the d4-knight! 21.Qxb4 a5 22.Qd2 22.Qa3 is another try. This move is interesting because there is a powerful tactical shot: 22...e5 23.Ne6+ . This is the idea. 23...fxe6 24. Rxd6 and now White's idea is clear. The rook cannot move. 24...Qc7 25.Red1 , Rxd7 is unstoppable. 25...Kf7 26.Rxd7+ Nxd7 27.Rxd7+ Qxd7 28.Qxc5 Qd1+ 29.Nc1 Bh6 30.Qa3 Qg1 , taking on g2 and h3. White will have drawing chances but not more than that. 31.c4 Qxg2 32.Qxa5 Qxh3 33.Qc7+ Kf6 34.Qd8+ Kf7 and the game ends in a draw by perpetual check. 22...e5 The knight has no squares so they must create an escape. Play could continue as follows: 23.b4 axb4 24.Nb3 Rc6 25.Qxb4 , when White is an exchange and a pawn up but we have good attacking ideas on the queenside. 25...Rb6 26.Qd2 Be6 followed by ...Qb8 and improve the knight by bringing it to the c5-square. I leave you here with a very nice position to play, don't waste it! 5) Dragon's Wing: 8.Bc4 / 12.-12.Kb1 Mainline: 14.h3 #1

[66] **10.Be3** La continuación más modesta de las disponibles por el blanco. 10...Bxe3 11.Qxe3 Be6 Preparamos nuestro plan habitual con Da5 y Tc8. 12.Bb5+ No es una gran molestia porque el rey en f8 está bien situado. 12...Kf8 13.0-0 Qa5 14.f4 Buscando un rápido f5. 14...Rc8 Amenazando Txc3. 15.f5 Si 15.Bd3 cambiamos damas con 15...Qc5 resolviendo todos los posibles problemas. 15...gxf5 16.exf5 Bc4 17.Bxc4 Rxc4 De nuevo con idea de Dc5. 6. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3

10.Qf2 Qa5 Buscando actividad en el flanco de dama. 11.Bc4 No nos evita desarrollar el alfil.

[11.Bb5+ El intento más habitual de las blancas para dejarnos sin enroque. Kf8 El rey en f8 no está en peligro siendo el problema real que la torre en h8 tardará en entrar en juego. 12.Bc4 Be6 La idea clave. 13.Bxe6 fxe6 Conoceremos esta original estructura donde el rey en f7 no solo se sentirá protegido por los peones ¡también los protegerá a ellos! Tras ver los análisis estoy seguro que estarás deseando jugar con esta curiosa estructura de peones. Guía Rápida-DragÃ³n Dicharachero 7.h5 #]

11...Be6 12.Bxe6 fxe6 Esta estructura no nos debe dar miedo porque para las blancas es prácticamente imposible aprovechar nuestras aparentes debilidades. 13.0-0 e5 Forzando el cambio de alfiles. 14.Be3 Bxe3 15.Qxe3 Rc8 Dominando la columna c y apoyando Dc5. 16.Kh1 Intentando evitar el cambio de damas. 16...Kf7 Nuestro rey está seguro. Pronto seguiremos con Dc5 y b5. 6. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3

10.f4 La podemos responder con 10...O-O pero me gusta más luchar directamente por la iniciativa. 10...e5 11.Bb5+ Bd7 Stockfish se empeña en decirme que os recomiende 11...Ke7 pero ¡no me atrevo! 12.Bxd7+ Qxd7 Jugada realmente dinámica. 13.Be3 Ng4 Seguimos molestando. 14.Nd5 No hay casilla buena para el alfil porque el peón de f4 está tocado, así que las blancas aprovechan para situar un caballazo en el centro. 14...Qa4 La jugada clave ¡nos olvidamos de todo por ir al centro! Amenazamos tanto en e4 como cambiar en e3 y capturar en c2. 15.0-0 Dando prioridad al desarrollo. 15...Nxe3 16.Qxe3 0-0 No debemos descuidarnos y por eso ponemos ya el rey a salvo. La posición es estratégicamente muy compleja porque las blancas pueden estar muy orgullosas del caballo de d5 pero nuestro alfil en h6 está haciendo daño en f4. 17.b3 exf4 Importante intermedia que nos permite alcanzar una buena posición. 6. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3

[67] **13.f4** El intento habitual. 13...Bg7 Volvemos a defender en f6 y amenazar algunos saltos aprovechando que el alfil de d4 está en el aire y el rey en g1 está expuesto. 14.f5 Se responde con los saltos anunciados. 14...Nxe4 14...Ng4 también es buena. 15.Bxg7 Kxg7 16.Bxc6 Nxc3 17.bxc3 bxc6 Con peón de más. 6. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3

[68] **16.Rf2** exd4 17.Rxd4 Ne5 Con este caballo estamos seguros. A continuación jugaremos Db6 y pondremos las torres en c8 y e8. A pesar de la debilidad de d6 tendremos siempre suficiente dinamismo para, incluso aunque llegue a caer el peón, tener buenas posibilidades. 6. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3

[69] **10.Bb5+** La podemos responder con 10...Bd7 pero quiero mostraros, como veréis más adelante en otras líneas, que no tenemos que tener miedo a perder el enroque. 10...Kf8 Amenazamos Cg4 así que las blancas deben retirar la dama. 11.Qd2 Qa5 La dama coordinará aquí perfectamente con el alfil en e6. 12.Bc4 ¿Evitando Ae6? 12...Be6 13.Bxe6 fxe6 Una vez más esta estructura se muestra más sólida de lo que parece. Si el caballo blanco quiere llegar a d4 cambiaremos damas y después jugaremos con Cd7 y defenderemos las debilidades con el rey en f7 sin problemas. 6. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3

[70] **11.Qb4** Por alguna razón a las máquinas le gusta esta alternativa. Os la analizo

por aquí por si os encontráis algún modulero. 11...Be6 Invitando, muy cortésmente, a que la dama capture el peón de b7. 12.e5 Única justificación posible de Db4.

[12.Qxb7 Es, obviamente, muy arriesgada. Nd7 Preparando la coordinación de la torre con el alfil. 13.Bd4 Hora de tomar medidas defensivas. Bxd4 14.Rxd4 Nc5 Empezamos a ganar tiempos sobre la dama. 15.Qb4 Rb8 16.Qa3 Qb6 Seguido de Tfc8. La compensación por el peón de menos es enorme. 6. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3]

12...Ne8 13.Bd4 Aguantando e5. 13...a5 Atrayendo a la dama. 13...Qc8 también es buena opción. 14.Qxb7 Rb8 15.Qc6 Rb4 Tanto con idea de Txd4 como de Db8. 6. – Dragón Dicharachero c-DragÃ³n Dicharachero: 7.f3

[71] **13.Nb5** White brings their knight to d4 without allowing ...b5 and attacking a7.

13...a6 14.Nd4 Bc4 We continue our expansion on the queenside. 15.Bh6 White reacts on the kingside. 15...Bxh6 We trade these bishops to deflect the queen from the defense of White's king. 16.Qxh6 Qa5 Attacking a2. 17.a3 Qe5 Centralizing the queen and our plan now is to play ...Rc5 and ...Qg5. Let's have a look at one possible continuation: 18.Bxc4 Rxc4 19.c3 Rc5 20.h4 , preventing ...Qg5. 20...d5 , adding more fuel to the fire! White, in order not to be worse, has only one option here. 21.Nb3 Rb5 22.Nd4 , hoping to repeat the position. We can accept the draw by playing ...Rc5 or avoid it with the move I recommend. 22...Rb6 23.Qg5 and White will be happy if the queens are off the board. 23...Qc7 , threatening the c3-pawn and we also want to take on e4. 24.e5 is the only way to keep the game balanced. 24...Qxc3 25.Qc1 Qxc1+ 26.Rxc1 Nd7 . We're a pawn up but objectively White has good compensation that should be enough to equalize. 3) Dragon's Wing: 8.Qd2 - The-The Artificial 9.Qxd4: 10.O-O

[72] **16.Qxe3** Qa5 The queen coordinates perfectly with the bishops. 17.a3 17.Qa3 is the only alternative. However, after trading on a3, Black will have a good endgame. Next, we can play moves such as ...Rc8 and attack White's queenside pawns or stop White's intentions on the kingside by putting a bishop on e5. 17...b5 Going for the ...b4 pawn break. 18.Qe1 White wants to trade queens. Not in this life! 18...b4 We give up the pawn to open the b-file. 19.Qxb4 Qc7 We have a strong attack, as the rook is coming to b8. 20.Rd4 The only play that complicates our victory. 20...a5 Bringing the rook to c8 or b8 are also good options, but this move is more precise. If the queen retreats to d2, then ...Qb6 fulminates White. 21.Rc4 Qa7 And after a couple of moves, White will not be able to prevent our next move ...Rb8, with a winning attack. 3) Dragon's Wing: 8. Qd2 - The-The Artificial 9.Qxd4: 10.O-O

[73] **12.0-0** This continuation may not fit with White's aggressive approach, but it has some venom. The reason is that in this kind of position our move ...h5

contributes practically nothing, and, in addition, our castling is somewhat weaker. Esta continuación puede no pegar tanto con el enfoque agresivo de las blancas, pero tiene su veneno porque en este tipo de posiciones nuestro h5 no aporta prácticamente nada, y además nuestro enroque está algo más débil. 12...b5 13.Bb3 b4 There's no reason to delay this advance. No hay razón para postergar este avance. 14.Ne2 14.Na4 is met by 14...Rb8 followed by ...Bd7, attacking the knight. 14.Na4 se responde con 14...Rb8 seguido de Ad7 molestando al caballo. 14...a5 This move is aimed to play ...a4 and also to free the a6-square for the bishop. Tanto para seguir con a4 como para dejar la casilla a6 para el alfil. 15.Nd4 Ba6 16.Rfd1 Qd7 Threatening ...a4. Amenazando a4. 17.a4 Rac8 Black has a very healthy position with constant pressure down the c-file. 3) Dragon's Wing: 8.Qd2 - The-The Artificial 9.Qxd4: 10.Bc4 Con una posición muy sana.

[74] **14.Nd5** Removing our knight from the board to try to weaken our kingside. 14...Nxd5 15.Bxd5 Rc8 This rook loves the c-file! 16.h4 Intending to play Bh6 and g4. 16...b4 We calmly prepare our counterplay. 17.Bh6 Qb6 Time to bring the queen into life. 17...Qc7 is also a good option. 18.g4 Most of the time our opponents will attack us without worrying about other things. In any case, our reaction will be the same. 18...e6 Doesn't this sound familiar to you? 19.Bb3 a5 20.Bxg7 Kxg7 21.Qxd6 Qxd6 21...Qe3+ 22.Kb1 a4 is also a good option, so just choose the one of your preference! 22.Rxd6 Bb5 Threatening both ...a4 and ... Be2. 3) Dragon's Wing: 8.Qd2 - The-The Artificial 9.Qxd4: 10.Bc4

14.h3 Preparing g4, but it's too slow. 14...a5 The threat ...a4 gives White not too many options. 15.Nd5 Nxd5 The most precise way of playing. 16.Bxd5 Rc8 This is the dreaming position. White doesn't attack us and we are ready to create problems on the queenside. 17.Kb1 Improving the situation of the king a little bit to be able to play c3 at some point. 17...e6 18.Bb7 Rc7 A clever move that aims to trap the bishop. 19.Ba6 d5 Preventing White's queen to get to d6. We'll meet 20.Bb6 with 20...Qf6 . and Black is solid. Let's see how play could continue: CCStartFENCC3q1rk1/2rb1pb1/B3p1p1/pp1p3p/4P3/4BP1P/PPPQ2P1/1K1R3R w - - 0 20CCEndFENCC 20.exd5 Qa8 21.Qxa5 is the only way to save the bishop, but the pin is very uncomfortable. 21...Rfc8 and if we play accurately, we'll crush White. However, be careful! A single mistake could ruin our work. 22.Qb6 22.Rd2 , defending the pawn is another move, but it doesn't solve the issue with the pin on the a-file. 22...Rc4! Threatening ... Ra4. 23.Qb6 Rb8 , attacking the bishop and clearing the way for ours, which will enter through f5 as soon as I get the chance. 24.Qa7 Qxa7 25.Bxa7 Ra8 , winning one of White's bishops. 22...Rxc2 23.Bd4 e5 24.Bxc8 Qxc8 25.Be3 Bf5 , when the threat is ...Rc1 mate. 26.Ka1 Rxb2 is the move that makes White's position collapse. 3) Dragon's Wing: 8.Qd2 - The-The Artificial 9.Qxd4: 10.Bc4

14.Rhe1 With the idea of taking action in the center. 14...a5 Here it is! 15.e5

This is White's idea. 15...dxe5 16.Nd5 Although White is well positioned in the center, our pieces have nothing to envy. 16...Be6 16...Bf5 is also playable.
17.Nb6 Qxd2+ 18.Rxd2 Ra6 Remove the rook and attack something is always a good idea. 19.Bxe6 fxe6 20.Nd7 Rc8 21.Nxe5 Ne4 A nice tactical shot to ruin White's pawn structure. 22.fxe4 Bxe5 With an equal endgame as it's difficult for either side to make progress, especially for White while the c-file is under threat. 3) Dragon's Wing: 8.Qd2 - The-The Artificial 9.Qxd4: 10.Bc4 **14.g4** hxg4 15.h4 A very imaginative and dangerous continuation. Taking en passant 15...gxh3 wouldn't be advisable at this moment due to 16.Rdg1 with a practically winning attack against our castling. 15...b4 16.Nd5 Nxd5 17.exd5 This is not the most natural move, but it's dangerous because we could suffer on the kingside.

[17.Bxd5 Rc8 We calmly start creating counterplay. 18.Bh6 *(18.h5 e6* Let's never leave this bishop in peace. If it retreats to b3, we'll play ...Qf6 so White should look for other solutions. *19.Bg5 Bf6 20.Bxf6 Qxf6 21.Bb3 gxf3* We have everything under control as the queen watches over the king, and we are up material. 3) Dragon's Wing: 8.Qd2 - The-The Artificial 9.Qxd4: 10.Bc4 *)* 18...e6 Kicking the bishop away and facilitating the arrival of the queen to f6 if necessary. 19.Bxg7 Kxg7 20.Bb7 The bishop runs away forward. Rc7 21.Bxa6 Qa8 21...Qf6 22.Qxd6 Rc6 is also interesting. 22.Qxd6 Qc6 23.Qxc6 Bxc6 We have good compensation for the pawn. 3) Dragon's Wing: 8.Qd2 - The-The Artificial 9.Qxd4: 10.Bc4]

17...a5 18.Bd4 Trading the defender and pride of our position. 18...Bxd4 19.Qxd4 Rc8 20.h5 g5 A typical defensive idea to avoid shenanigans on the h-file. Although White can create problems, we have enough weapons to defend our position. 3) Dragon's Wing: 8.Qd2 - The-The Artificial 9.Qxd4: 10.Bc4

[75] **16.Nxf6+** exf6 17.Bxe6 fxe6 18.Qd7 The only move that keeps the game balanced. 18...Qxd7 19.Rxd7 White has enough compensation to equalize, although we can make them suffer a little bit. 19...f5 The idea is playing ...Bf6 and ...Rfd8. 20.Rhd1 Bf6 21.Rb7 Rfd8 And even if White gets a pawn back, we'll strike in the center in search of complications. 3) Dragon's Wing: 8.Qd2 - The-The Artificial 9.Qxd4: 10.Bc4

[76] **16.Nd4** On 16.c3 we would continue 16...Ne5 . 16...Rfc8 17.Rc1 Overprotec ting c2 to threaten the pawn on e6. 17...e5 Reaching a typical stucture of this variation, which gives dynamism to our position and, at the same time, protects our castling, although it may not seem like doing so. 18.Ne2 Dreaming about the idea of bringing the knight to d5.

[18.Ne6 This move is not so troublesome. Qc4 19.Nxg7 Kxg7 20.b3 Qc3 The endgame is equal. 3) Dragon's Wing: 8.Qd2 - The-The Artificial 9.Qxd4: 10. Bc4]

18...Qc6 Intending to play ...b5. 19.Nc3 e6 Preventing the knight jump to e6. 20.a5

20.Rd1 is still premature because of 20...Nb6! 20...b6 We want to get the b6-square for our knight! 21.Rd1 Bf8 22.Bh6 The most critical move, trying to take on d6. Against ...Be7, White would insist on Bg5, so I recommend another alternative. 22...bxa5 23.Bxf8 Nxf8 24.Qxd6 Qb7 With a very complex position, strategically speaking, given our so interesting pawn structure. However, due to the fact that our rooks are better placed, we have enough dynamism to be happy here. Line 3) Dragon's Wing: 8.Qd2 - The-The Artificial 9. Qxd4: 10.Bc4